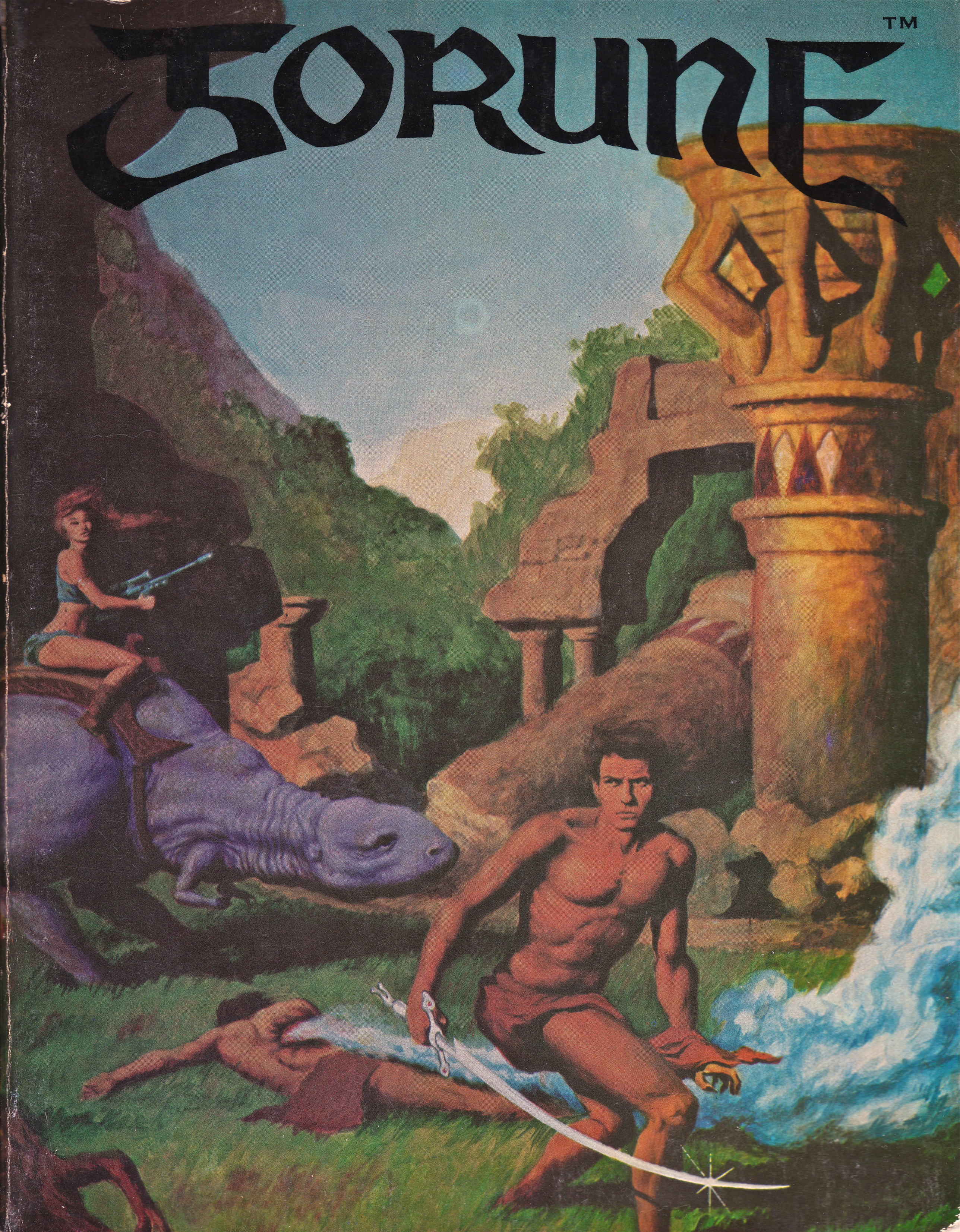
KORUNE™



RUNE

ROLE-PLAYING GAME

SKYREALMS

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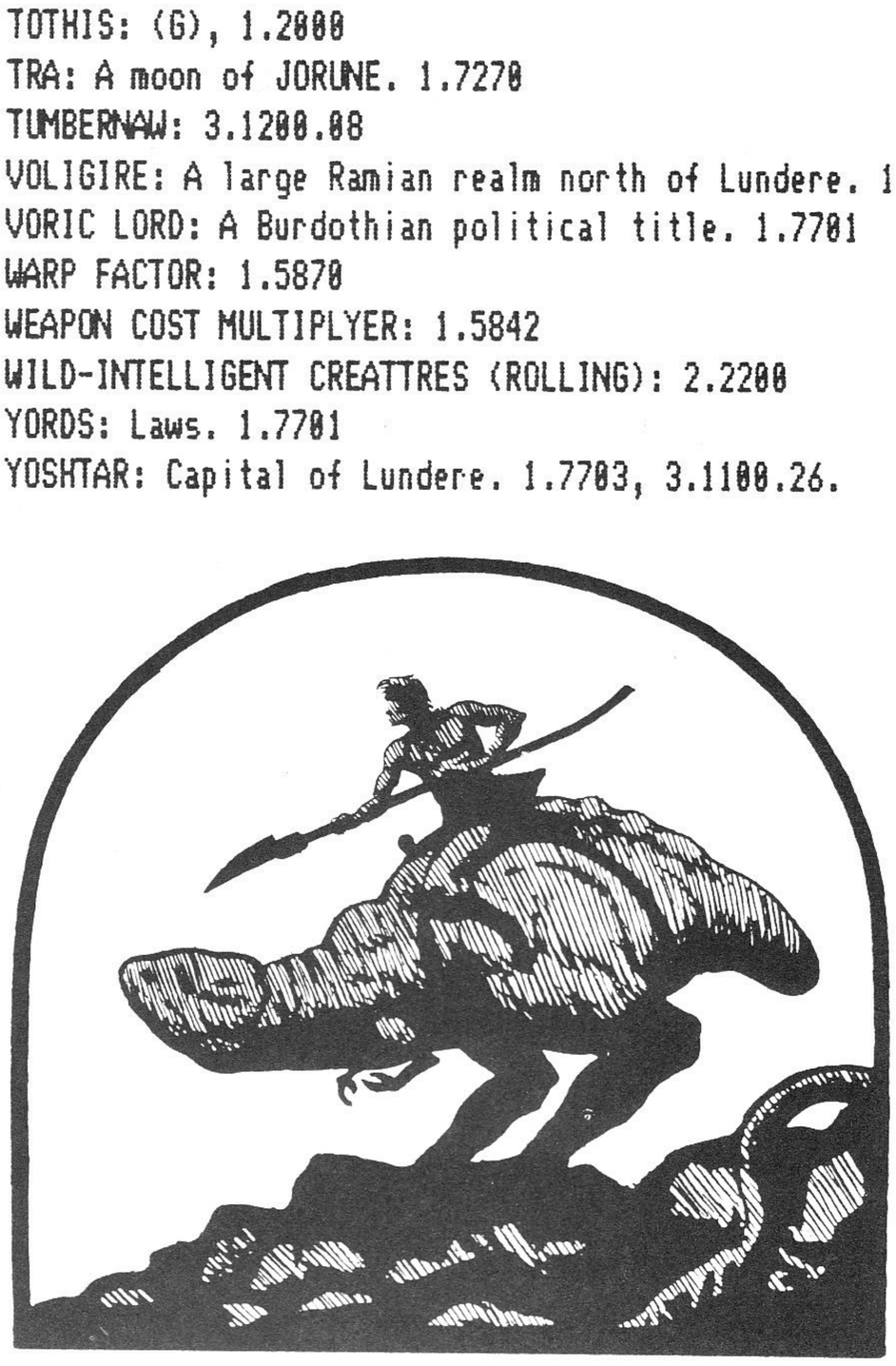
TO CARTER YOUNG, FOR TAKING THE JOB SIGHT-UNSEEN, AND FINISHING IT.

TO BETH REGARDZ, FOR TAKING US SIGHT UNSEEN, AND LETTING US FINISH.

(G)=LISTED IN THE GLOSSARY IN THE BEGINNING OF CHAPTER 1

ADC: Adjusted Characteristic. 1.5700
AHDIS:An orator or fine speaker: 3.4108.
AIM(AIM): 1.5417
ARDOTH: Capital city of the realm Burdoth. (G), 1.7701.01
ARMOR COST MULTIPLYER: 1.5840
BOCCORD: (G), 1.5130
BORU: Bouder language. 3.1100.04, 3.4112.03
BURDOTH: The realm of humans. (G), 1.7100, 1.7701
CAJI: (G), 1.5120
CHARACTERISTICS: (G), 1.5410
CHAUN-TSE: Crugar language. 3.1100.10, 3.4112.08
CHEN-ICHI: Crugar religion. 3.1100.10
CHIVEER: Violent period of a Ramian's life. 3.1100.17
CLECH: Taxation. 1.7701
CLEP: An inn; a place to sleep. 1.7510
CONSTITUTION(CON): 1.5411
DESTI: A moon of JORUNE. 1.7250
DEXTERITY(DEX): 1.5414
DICE:(G)1.4000
DIE ROLLS:(G),1.4000
DIYORDA: Law breaker: 1.7701
DRAIL: A realm to the south west of Burdoth. 1.7702
DU: A moon of JORUNE. 1.7230
EARTH:(G)
EBBA: A moon of JORUNE. 1.7220
EDUCATION(EDN): 1.5415
EFFECTIVE LEVEL & ELEVEL: 1.5820
ENTREN: The most common language in Burdoth. (G), 3.4112
GAUTHI: A form of Thivin rug. 3.1100.21
GAUMEN LENK: 1.3600
GITHERIN: A thief. 3.4111
GOBEY: A moon of JORUNE. 1.7240
H-OOMANS: Shanthic pronounciation of "Humans." 1.2000
HERIS: A common punishment for diyorda (criminals). 1.7701
human: Uncapitalized, any creature descended from the humans of Earth.
HUMAN: (G), 1.5110
INCLEP: Shop or a store; often a trading post:(G)
INTELLIGENT CREATURES(ROLLING): 2.2100
INTELLIGENT CREATURES: 3.1100
ISCIN: (G), 1.2000, 3.4107
JORUNE: (G), 1.7100
KADIJA RHEN JORUNE: Earth scientist credited with the planet's discovery. 1.2000
LAUNTRA: 1.7260
LEESH EBEECA: Shanthic for "The Dying Time." 1.6000
LEVEL: 1.5820
LIMILATE: Drugs:(G),3.3841
LINIKN: Knik leader. 3.1100.14
LIRGIN: 3.1200.05
LOAD MASS: 1.5850
LOGUS: The name of the 20,000 person colony from Earth. (G), 1.2000
LUNDERE: Realm of Woffen; it is located far to the east of Burdoth. 1.7703
MEDALLION: (G), 3.3420
MOR LORD: A political rank in Burdoth. 1.7701
MUTATIONS: (G), 3.2000
NININDRUE PLAGUE SLAYINGS (15th CENTURY P.C.): 3.1100.26
NON-INTELLIGENT CREATURES(ROLLING): 2.2300
NON-INTELLIGENT CREATURES: 3.1200
NON-PLAYER CHARACTER:(G)
NPC:Non-Player Character:(G)
P.C.:Post Colony History-(G)
REALM: 1.7501
RECOVERY(STR): 1.5413
ROS CRENDOR: 1.7705
ROUND:(G),2.5000
SCANCHI: Togar religion. 3.1100.23
SHAL: A moon of JORUNE. 1.7210
SHANTHAS:(G), 1.2000, 1.6000, 3.1100.17
SHENTERS: 3.1100.26
SHO-CAUDAL: Shanthic name for the planet JORUNE. 1.6000
SIV-ESTON: 3.3850.03
SOCIAL STATUS(SOC): 1.5416
SPEED(SPD): 1.5418
STAMINA(STA): 1.5419
STRENGTH(STR): 1.5412
TAUCH-KIE: Crugar leader. 3.1100.10
TAUTHER: 2.2120.09 TEMAUNTRO: A large Crugar infested wilderness region located north-west of Burdoth. It is under no lasting rule. 1.7704
THOMBO: The most common riding creature. (G), 2.1221, 3.1200.22, 3.3610.03
THRIDDLE:(G), 3.1100.18
TIRICTYVE: 3.1200.02
TOTHIS: (G), 1.2000
TRA: A moon of JORUNE. 1.7270
TUMBERNAW: 3.1200.08
VOLIGIRE: A large Ramian realm north of Lundere. 1.7706
VORIC LORD: A Burdothian political title. 1.7701
WARP FACTOR: 1.5870
WEAPON COST MULTIPLYER: 1.5842
WILD-INTELLIGENT CREATTRES (ROLLING): 2.2200
YORDS: Laws. 1.7701
YOSHTAR: Capital of Lundere. 1.7703, 3.1100.26.



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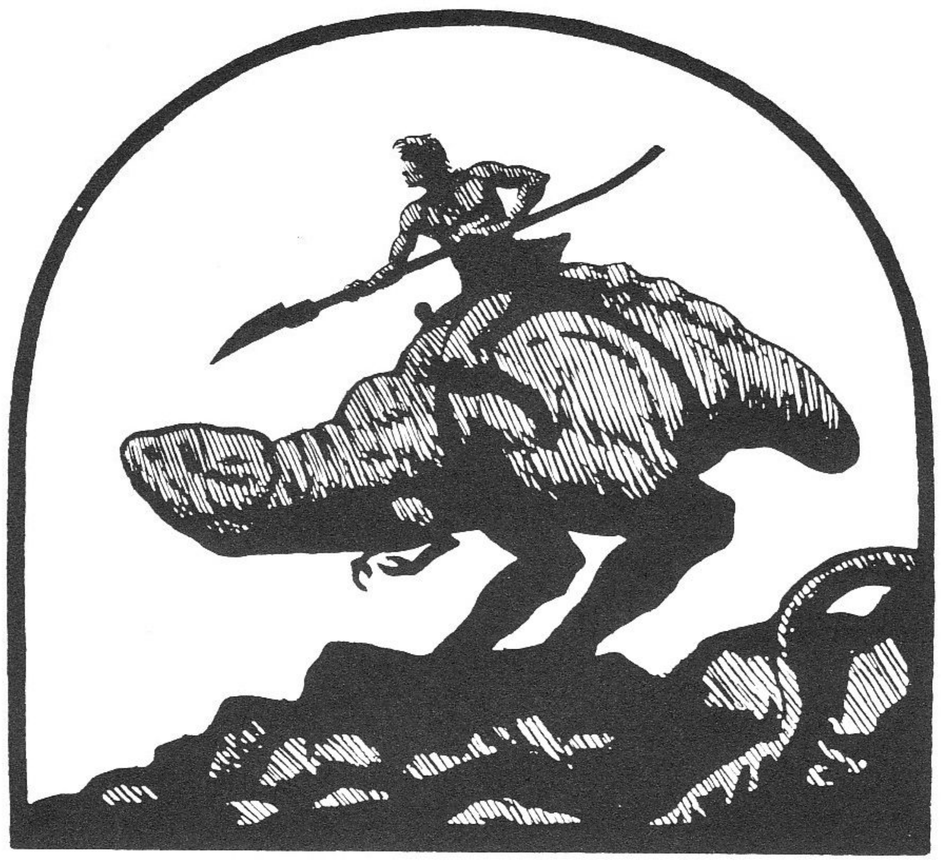
In this first edition, please refer to section numbers for reference. In subsequent editions, information will be referenced both by page number and section number.



CHAPTER 1: INTRODUCTION

1000 **FAMILIARIZATION**
2000 **PLOT**
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1000 **FAMILIARIZATION**

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1100 GLOSSARY

This is a brief glossary for beginning players. Look through it before you start to play. All of this information (and more) is fully detailed later on. Check the complete index at the back of this book.

ARDOTH: Captial city of the realm Burdoth. The previous capital, Khaun Gauss, was destroyed by Crugar armies in the year 2236 P.C. Ardoth is on the Kidgis Sea, and is located in Burdoth's North West.

BOCCORD: One of the three races of humans, and one of the three choicesof player character (along with Human and Caji). Though larger than Humans, they are still very man-like. Their culture shares much in common with that of the Humans. Boccord females are treated as complete equals within their society.

BURDOTH: A large realm located at about the equator of **JORUNE**. Players set out from Burdoth at the beginning of the game. Burdoth is the major Human population center. Boccord and Caji are minorites in Burdoth.

CAJI: One of the three races of humans (a possible choice of player character). Caji are able to channel and use the ambient **JORUNE** energy. They are smaller than Humans. Greatly respected for their powers, the members of this race spend much of their time refining their abilties through practice and discipline. At times, Caji must bleed off some of the energy they store to prevent overloading. Their culture is not completely distinctive; it is flavored with Human and Shanthic philosophy.

CHAPTER: **JORUNE** is broken down into four chapters: #1 INTRODUCTION, #2 PLAY, #3 ENCYCLOPEDIA, and #4 AID. You are now in the INTRODUCTION chapter, chapter #1. Note chapter symbols on every page.

CHARACTER: A personality assumed by a participant in a role-playing game. The referee controls the actions of all characters not played by participants in the game. Characters are always intelligent beings. Creatures may or may not be intelligent.

CHARACTER SHEET: Specially designed forms which record information about the players' characters.

CHARACTERISTICS: There are 9 basic characteristics which describe intelligent creatures: Constitution, Strength, Recovery, Dexterity, Social Standing, Education, Aim, Speed and Stamina. Each of these is described in detail in section 5410.

COMBAT: Combat is an option of violence. Characters can die in combat. They must then start over as a new character if they want to continue to play.

CREATURE: A living being; could be intelligent or non-intelligent.

CRYSTALS: Small, spherical crystals which exist in great quantities under the surface of the planet **JORUNE**. They give off a form of energy alien to Earth science. The effects of this energy lead to the eventual downfall of the Earth colony.

DICE: Probability is an important facet of role-playing games. Many types of dice are used, 6 sided being the most common. Others are 4 sided, 8 sided, 10 sided, 12 sided and 20 sided. Although only the 6 and 20 sided dice are necessary, the others can come in handy.

DIE ROLLS: Dice are rolled to detetermine the outcome of events. When dice are rolled, it is referred to as a "Die roll" (you say "three dice", "one die").

DRENN: Members of Budothian society who have been granted citizenship.

EARTH: A distant planet rumored to hold answers to the ancestory of many **JORUNE** creatures. The *star* "Earth" is clearly visible in the night sky. Humans, especially, believe that inhabitants of Earth will some-day return to **JORUNE**.

ENCOUNTER: When players meet living creature(s) or organism(s).

ENERGY WEAPONS: High powered weapons brought by the Earth colony. Activation of these devices requires the user to pass a fingerprint scan. Only Humans and Pundit have fingerprints readable by energy weapons.

ENTREN: The most common language in the realm of Burdoth. Entren is a derivative of the English language, less complex in structure, with a different phonic system. The word "stop" for example became "stah" in Entren. Players are automatically gifted with fluency in Entren.

HUMAN: When capitalized ("Human"), refers to one of the choices of player characters. They are a little larger and stronger than the original colony members due to **JORUNE'S** lighter gravity and thousands of years of natural selection. Humans are the only race capable of using Earth energy weapons (besides Pundit). The non-capitalized "human" refers generally to descendants of the original colonists.

INCLEP: An Entren word for a "store" or "shop". Sometimes the word is used to refer to an inn, but the word "clep" is generally intended for this purpose.

ISCIN: Literally, "learned person", "scientist." Also the name of the human responsible for the Earth animal mutates.

JORUNE: The name of the planet, the name of the game. Approximately Earth like, **JORUNE'S** gravity is a bit weaker and its air slightly denser. A form of ambient energy encompases **JORUNE**, permeating all life. Many creatures mutated to use this energy in constructive ways. **JORUNE** was named after the Earth scientist, Kadija Rhen Jorune, who was credited with its discovery.

KESHT: The highest status a Burdothian citizen can achieve.

LOGUS: The name of the Earth colony sent to **JORUNE** in the Earth year 2155 A.D.

LIMILATE: A limilate is any substance which is not normally ingested as food or drink, like a drug. Limilates often increase a creature's sensitivities or abilities.

MEDALLION: An identification device carried by members of the original Earth colony. Worn around the neck, medallions are neccessary to operate most of the items brought from Earth. The medallions of Burdothian *citizens* (as opposed to those of *Toth*) glow only when worn by the person they were matched to.

METER: A unit of measurement about a yard long.

MUTATIONS: Abilities channelled from the abundance of ambient energy flowing through **JORUNE**. Caji are able to control their mutational abilities with their intellects. Other creatures can only use their mutations in an instinctive way.

NON-PLAYER CHARACTER: A character that is played by the referee. Often abbreviated NPC. All creatures encountered are NPCS.

NPC: Non-Player Character. Look up.

PARTY: All of the player characters (and often some non-player characters) travel around together in a "party" ("Everyone in the party hears a low wail from behind the hedge").

P.C.: "Post Colonization," which refers to dates after the year 2140 A.D. (Earth time). The **JORUNE** time-clock began here at zero, with the fateful Shanthic attack on the Logus Colony ships.

PLAYER CHARACTERS: Characters which are role-played by gamers. They are intelligent.

REALM: A large region under the control of a central government (Burdoth is a realm).

REFEREE: (AKA "Ref," or "G.M.," for "Game Master"). The moderator of the game. The referee doesn't play a *single* character; the referee is kept busy guiding events. *All* characters not role-played by players are role-played by the referee.

ROLE-PLAYING: Playing the role of a character other than yourself. For example, on Halloween you can look and act like Frankenstein. Role-playing is like that.

ROUND: A measure of time equal to 2 seconds ("It takes you 3 **rounds** to run to the thombo").

SECTION: A specific location in the game. Sections are broken down into sub-sections. The section now being read is 1100.

SHANTHA: An original species of **JORUNE** life. Shanthas were the first intelligent life forms encountered by Earth expeditions. The Shantha's attack on the Earth colony in the year 0 P.C. started a chain of events which shaped the present **JORUNE**.

SKILLS: Talents which characters can learn or have already learned.

THOMBO: A common riding creature and beast of burden. These animals are capable of running at nearly the speed of Earth horses, in spite of their bulk.

THRIDDLE: A race of intelligent creatures only a meter tall. They are known for their abilities as translators and historians. They are usually educators, translators or traders. Their bodies are shaped like pears with two long eye stalks and oddly bipedal legs (illustrated in CREATURES section).

TOTH: A member of Burdothian society. Toth have not achieved citizenship status.

WOFFEN: These intelligent creatures evolved and mutated from The Logus Colony wolves. Although they have been greatly altered by many years of **JORUNE** evolution, they still retain many of their wolf-like traits. These creatures are organized under the name of the realm Lundere, located far to the east of Burdoth. Woffen value pride and honor above conquest.

1200 PLAYERS AND THE REFEREE

Fantasy role-playing (what you're about to do) is like living out the plot of a movie—there is a structure, characters choose their actions, and probability (die rolls) determine success. Unlike a movie, the credits of a fantasy game never roll "The End." Play only ends when players want it to.

Just as each book must have an author, **JORUNE** requires a referee. The referee creates plots (campaigns), terrain, and interesting characters for the players to meet. Referees with natural story telling abilities can always keep their players happy.

The referee does not have absolute control over players or plot (as the author of a book does); after the referee has established a situation, his or her only task is to guide events in a realistic manner. Using skill and dice, players guide their fate.

Once a referee is chosen (described later) each of the players will roll various dice and make numerous choices to determine the characteristics of the creature they will role-play. You should feel as if you live as your character lives. There is a natural tendency to keep your character from dying. Players do not compete against each other; they *team together* to overcome challenges presented by the referee.

1300 NUMBERING SYSTEM

The index at the end of **JORUNE** uses *reference numbers* to guide the reader to an exact location. The following is a guide to section numbers.

JORUNE is divided into four chapters (numbered 1 through 4).

1 : INTRODUCTION

2 : PLAY

3 : ENCYCLOPEDIA

4 : AID

References in the glossary/index start with a single digit (1 through 4) followed by a decimal point. The first digit refers the reader to one of the four chapters listed above. The rest of the numbers refer the reader to one section in that chapter. The reference listed in the glossary/index for the words INTELLIGENT CREATURE(S) is 3.1100. The 3. indicates that information on intelligent creatures is in the ENCYCLOPEDIA chapter (chapter 3). Section 1100 in that chapter contains information about intelligent creatures.

Occasionally, the rules refer the reader to information located in another section. The first digit and decimal point won't be included in these references if the information sought is in the chapter being read. Thus, in chapter 3, the ENCYCLOPEDIA chapter, a reference to 3.1100.05 is the same as to 1100.05.

References are read in order of: **chapter, section and sub-section**. Thus, 3.1100.05 would be read as "Chapter 3, section 1100, sub-section 5", or equally, "Chapter 3 point 1100 point 5."

The capital letter T is used to refer to a chart or table. For example, the **Materials Needed for Play** are in table T1300, or if we didn't know which chapter that was in, 1.T1300. When more than one table is located in the same section, letters are used as prefixes.

Extra zeroes are omitted from numbers like 3.1000.00 to read 3.1000. A reference to 2.6 is a reference to everything between 2.6000 and 2.6999. The reference 2.6000 would be a reference to section 2.6000 only.

1400 **MATERIALS**

The following is a list of materials suggested for game play.

T1400.00 MATERIALS FOR PLAY

MATERIALS:	QUANTITY:
DICE:	A VARIETY: 3+ SIX-SIDED 1 FOUR-SIDED 1 EIGHT-SIDED 2+ PERCENTILE DICE 2+ TWENTY-SIDED 1 TO 20
LINED PAPER:	THE REFEREE NEEDS PAPER TO RECORD EVENTS.
GRAPH PAPER 6 TO	A FEW PAGES SHOULD DO
PENCILS:	1 FOR EACH PLAYER. 1 FOR REFEREE
4 FUNCTION CALCUL:	OPTIONAL
ENTHUSIASTIC PLAYERS	1 OR MORE
REFEREE:	1 (MUST BE DEDICATED, DILLAGENT, SENSITIVE AND CREATIVE. SUCCESS INSURED!)

2000 **PLOT**

By the year 2116 A.D., Earth technology had become so advanced that interstellar travel was possible. The establishment of a planetary base outside this solar system was seen as a stepping stone for industry to space. The "Nengle" star system was chosen as a likely sight for terrestrial planets. Although not the closest star to Earth (at over 100 light years distance), Nengle was believed to support several planets, one of which promised Earthlike conditions. Probes confirmed the existence of an inhabitable planet.

The recent "Nemine" technology, (a development by which which matter travels velocities exceeding that of light without having to accelerate past the light speed barrier) permitted rapid contact with this distant star system. Although this form of dimensional hopping had been used for short journeys, never before had Nemine acceleration been attempted for such a trek.

The probes revealed the fourth planet in the Nengle system, **JORUNE**, to be a lush, hospitable planet, with gravity and atmosphere differing only slightly from Earth's. At great cost, the government of the Western Nations secured funds first for a small scale expeditionary party, and if all went well, a twenty thousand person reasearch colony. A strong military presence was provided as a precautionary measure against the unknown. Biologists and botanists were given great leeway in their transport requests. Hundreds of animals were crated and transported for comparative studies with indigenous **JORUNE** life. Their research was given high priority.

Only months before the expeditionary party left the solar system, questions of lunar mining rights skyrocketed into the political spectrum. Excitement over the launch quelled tempers worldwide. In 2138, the ships reached **JORUNE**. Not surprisingly, the planet was teeming with life. Small expeditions landed in search of sentient beings. Before long, the explorers discovered a race of intelligents that referred to themselves as "Shanthas." These thinly framed humanoids communicated in a very complex language combining pictograms, phonics and colors. It was several months before computer translators could be programmed to converse in the Shanthic tongue. Another race, the Thriddle, quickly mastered English (in all its simplicity) and were able to bridge many of the gaps between Human and Shanthic communication.

The Shanthas were a peaceful people by preference. The applications and origins of their technology were heavily integrated with their planet. Shanthas helped the new colonists meet their needs for food, water, land and minerals. Treaties and land boundries were quickly established to preserve the rights of the Shanthas and their planet. Their attitudes were generous, but they were hardly naive.

By 2144, Earth was fully delighted with the success of the expedition. A few mutant births were experienced by those living on **JORUNE**, but scientists were eager to blame these abberations on the trip through space. Their research continued to enjoy a high priority. It was now deemed safe to establish a formal colony.

The "Logus Colony" was to carry over twenty thousand colonists and crew to the awaiting planet. A fleet of 80 separate ships, Logus would carry her passengers in suspended animation for the entire voyage. Even the crew was placed into a frozen state. Small children and pregnant women were not accepted as colony applicants because of their increased susceptability to the risks of cryogenic support. Applicants were carefully screened and examined for soundness of mind and body. In 2151, the Logus colony was completed and boarded. Upon reaching the colony site, the crew would be revived, but passengers would be taken out of their suspended state only after colony security was approved. Each of the 80 ships were designed to be reasonably self sufficient after landing; supply ships from Earth would be needed only every five years.

In 2155, all Logus ships had landed at their various assignment locations. Security was relaxed to make life easier for the new colonists. It was in this same year that the colony learned of Earth's destruction.

The materials needed to build Logus and her predecessors had been taken almost exclusively from the moon. Lunar installations had been quickly enlarged to meet the needs of interstellar ship building. During the expansion, tension between the Eastern and Western conglomerates mounted. Eastern officials reported a general dissatisfaction with the distribution of lunar rights under the Appropriations Council. They withdrew their support and threatened that if not appropriated additional surface mining rights, they would block lunar transit. Negotiations were attempted, but by 2152, no more talk was possible. The Eastern powers over-ran several small ore-extraction sites. Lunar conflict soon escalated into terrestrial war that transformed the surface of the Earth into a radioactive cinder. During the ensuing termoil, weapons were used against various lunar targets and settlements. With Earth a lifeless hulk and the lunar stations obliterated, the Humans of **JORUNE** were quick to comprehend the desperation of their situation.

The terror stricken population quickly broke their negotiated treaties. They needed more raw materials, now that Earth supplies would be unavailable. The Shanthas met these actions with hostility; violence was threatened. The colonies ignored these threats, as the Shanthas had yet to demonstrate any war making capability. They sadly underestimated their hosts. Almost immediately after man started refining ore from Shanthic burial sites, a massive Shanthic attack employing energies of almost nuclear proportions was launched against each of the 80 colony settlements. Only hours after the battle began, biological warfare agents were released from one of the Logus ships. These genetically modified bacterium were created to exclusively kill Shanthic life. As sound as the biological creations were, the scientists who developed them had no time to account for subtle variations in the Shanthic race. Over 99% of the Shanthas died, leaving only thousands of a once populus race. This was no victory for man however; the incredibly powerful energy blasts launched at each of the Logus ships, destroyed man's only means of leaving **JORUNE** and quickly annihilated twelve thousand of the colony members. Settlements were abandoned and items of technology left behind. It was a common belief that Shanthas were capable of seeking out power sources, even those used in hand held devices.

The end of the Earth came in the year 2155 A.D. The **JORUNE** time clock begins here at zero.

JORUNE gives off an exotic form of energy unlike any radiation or force previously encountered by man. No instruments recorded this mutating power nor was anyone aware of it until newly pregnant mothers gave birth to creatures of various bizarre forms. It was finally realized that the deformities noticed by the original expedition were not attributable to space; the genetic code of the offspring had somehow been modified by the presence of the **JORUNE** energy. The mutations were always one of several distinct forms.

Entirely new forms of life emerged from man. Some of the divergent Human forms were born with wings, others with gills. Some Humans and creatures were naturally immune to **JORUNE**'S energy; they passed on this trait to their offspring. Earth creatures brought on the expedition for research also suffered the effects of this energy. Many species quickly died off. Those unable to compete in the **JORUNE** environment, for which they were, as yet, unadapted, quickly perished. Cows were the first to go.

Some creatures were drastically changed by the new environment. Often these adaptations were beneficial. Although wolves, bears, lions, and cougars were mutated by the **JORUNE** energy, Human intervention by an aging bio-engineer from the Logus Colony carried this process to extremes. Earth's bio-technology had been at least as advanced as Earth's interstellar travel.

The genetically modified animals were designed to be larger, stronger, and more intelligent. They became bipedal, and grew opposable thumbs. Human legends speak of the father of these creatures with honor. His name, "Iscin," is taken by those of learned ability.

Mutations divided the Human population into different races. The society of man quickly disintegrated. They had once banded together against an alien enviroment, now they sought refuge from each other. The chaos created by mutant births destroyed any hope of creating a self sustaining colony. The surviving Humans quickly became part of the forest fabric. Man became a hunter again.

In the 250 years that followed, man and Shantha continued the hostilities kindled earlier. For a long time, man abandoned his tools and technology; life became simple in philosophy and existence remained a struggle.

Humans continued mutating into a variety of forms. Most of these different races segregated themselves from unmutated Humans; over time, they would develop their own languages, customs and religions. Two of these species, Caji and Boccord, remain manlike. Caji are smaller than men, but their bodies changed such as to permit them to tap the abundance of ambient energy of **JORUNE**. Boccord are larger and stronger than Humans. Together, the Humans, Caji and Boccord would found an empire in the not so distant future.

Thousands of years passed and life slowly settled down. Game play takes place about 3500 years after the Colony's battle with the Shanthas. A few large cities and nations (realms) exist. Player characters are usually from a tribe or city somewhere in the realm or Burdoth. Starting out in their "Tothis" period, characters are considered adults, but are unrecognized as full citizens by the state. Tothis is a time for travel and learning. The tothis period is a proving ground for applicants to the Burdothian society.

3000 GAMING

3100 **CHOOSE A REFEREE**
3200 **KNOW THE PLOT**
3300 **LEARN DICE**
3400 **CREATE CHARACTERS**
3500 **REFEREE ONLY: PLOT**
3600 **CONTINUING PLAY**

By following a list of things to do here, everyone can be ready to play **JORUNE** in just a few hours.

3100 CHOOSING A REFEREE

Its time for a big decision. One person must give up the privilege of being a player to referee the game. All events that occur in **JORUNE** revolve around the Referee. It is the Ref's responsibility to create plots (campaigns) so that playes have places to go, people to meet and things to do. The referee is the only person who needs to read the rules. Refs need to be able to describe settings, speak for the Non-Player Characters and arbitrate events. Choose your ref carefully; look for good story tellers who will be responsible for the extra work involved. A motivated ref makes a world of difference.

3200 KNOW THE PLOT AND SOME HISTORY

Players need to understand their character's circumstances. Everyone who plays should read the plot (chapter 1, section 2000). POST COLONY HISTORY (section 7100 in this chapter) also impart some of the texture of **JORUNE**.

3300 LEARN DICE

It is important that the referee clearly understand die rolling concepts and processes. Many referee's decisions will depend heavily upon die rolls. Players also need to know how to use dice, but the referee can exaplain this to them as needed.

3400 CREATE CHARACTERS

Playing a dull character is no fun for you or the party your'e schlepping around with. But there's no excuse for a dull character when you can create your own by following the guidlines of section 5000.

3500 STARTING SCENARIO *(REFEREE ONLY)*

If you're not the referee, what are you doing reading this section? It's like looking at the last page of book before reading it. Besides, it's bad luck.

All those still with us: If you use this starting campaign, read all the way through this section before trying it with your players. Pay attention to all references given.

HOW TO PLAY

Here you have a short scenario that a referee can guide the players through just as soon as they have created their character sheets: All of the players start in the outskirts of Ardoth, the capital city of the realm Burdoth. ***The weather is fair (the sun is out but there are scattered clouds). Three of the seven moons are visible, even in the daytime sky (Shal, Du and Desti). The time of day is early afternoon.*** The players have just finished buying what they need from Vist Arnis, Trarch Trader (described in section 5900 and then later in chapter 3, section 3000A) and are ready to set out.

While walking down a dirt road out of town, one of the players notices that a creature is following the party. Roll to randomly determine who notices. For example, if there were 4 players, a D4 would be rolled to determine who saw the creature first. If you don't have four-sided dice, roll a six-sided, and re-roll in case of 5 or 6.) You, as a ref, must tell the players what they see. Information for the players is italicized. Try using your own words. ***The creature is a Woffen*** (read section 3.1100.25 for a description of these creatures). ***Dressed in blood stained rags, the Woffen is very thin and pale. Large clumps of fur are missing from his back and his legs. He walks with a slight limp, trailing the party by about 30 meters*** (about 90 feet, but get in the habit of using meters). ***His tail is drooping. The Woffen carries nothing with him but an old, battered-up sword. His rags are heavily knotted to mend many rips.***

The players must decide what to do. Be sure to tell them that if they speak too loudly they may be heard by the Woffen or other nearby creatures. Hopefully the party will not decide to attack the Woffen. He is not particularly dangerous and means no harm. If the players allow him to come close enough (2 to 3 meters) he will asks them if they can spare some food. *Any offer will be graciously accepted (players carry a few days of food with them at all times). Just before eating or drinking,* ***he whines with each labored breath.*** *Before he eats or drinks, his ears will rise in exitement*. Profuse gratitude is given to those who help him.

If the party asks questions of the Woffen, he might say something like ***"I am Gawmen Lenk. My blood is angry"*** (it is also pooling about his feet) ***"I hoped Burdoth would have treated me better. My sword is all that I carry after those Ramian scum tried to bash the life out of me. They left me to die in a ditch. Everything else is gone," (even clumps of his fur).*** At this point Gawmen yowls inpain and despair. It took me so long to reach Ardoth; now look at me." Give the party time to react.

If the party has shown him substancial generosity, Gawmen will give them his old beat up sword. If, on the other hand, the players were stingy with their food or offered him nothing, Gawmen will try to sell his sword to them. Roll a 2D6 to determine the asking price. A roll of 5 through 9 indicates an average price of about 2 gemlinks. A very high roll (11 or 12) suggests that Gawmen wants more than a pidly 2 gemlinks for his sword; he wants 10 gemlinks (1 gem). A low roll corresponds to low values. Use your judgement to decide the price of the sword. Keep in mind that Woffen are approximately man sized; Gawmen's sword is usefull to only Human sized creatures. Thus, Gawmen will offer the sword to Humans in the party before Caji or Boccord.

If the players examine the sword, describe it as old and brittle; its only interesting feature is some writing engraved on the blade. Gawmen is aware of this writing but is not familiar with the language. More about the sword later.

If the party decides to attack Gawmen, he will pull out a white crystal from his rags (see section 3.3830.09) and a warp will appear (see section 7370 for a description of warps). Gawmen will jump through this warp and disappear. The warp will fall (vanish) in two seconds (one round). Avoid such a situation if possible. The see-and-kill strategy leaves much to be desired. It promotes little in the way of group cooperation and comraderie. If the players somehow succeed in killing Gawmen, what would then have gained? Other than his rags, a sword, and the white crystal, he owns nothing. The white crystal will only be found if the players search the Woffen's body. If he is attacked, local patrols saw the whole incident on a roll of 14 to 20 on a D20. All in all it's a messy situation. Combat is an option, but only one of many. Try to refrain from combats until the referee gets a chance to read chapter 2, section 6000 (COMBAT).

The referee shouldn't advise players what to do and not to do, but should influence the actions of the party by dropping hints or, better yet, asking them questions like: "I wonder what the patrol at the clep (Entren for inn) over there thinks about all this" or "Gosh, I hope none of the creatures nearby mind the blood-curdling howl of a Woffen being murdered". Tactics such as these, if not overused, can be quite effective in helping to set the party into a productive playing style.

Assuming that the party has treated him fairly, roll a 2D6 to determine how much Gawmen likes the party (high rolls indicate favorable responses). Roll to see how much he likes each character in the party if you wish. Based upon this die roll, decide whether Gawmen Lenk wants to hang around the party or not. (Low rolls indicate his desire to move on.) If he stays, he will need healing. You should be prepared take this into account and be able to answer detailed questions about him.

If the players are interested in the writing on Gawmen's sword, they might try to find someone who can translate it. If they search for a while they will come across Den Goe-den, a Thriddle translator who is sitting quietly in his small grass hut. He will translate the writing for 5 gemlinks. Read the description of Thriddle in chapter 3, section 1100.20. Before reading the translation, the Thriddle will offer to buy the sword from the players for 2 gems, commenting upon the "antiquity of the fabrication." If asked for more than this amount, the Thriddle will trade a pair of comlinks

for the sword (see chapter 3, section 3430.03 for a description of this ancient Earth item). If asked direct questions, or coaxed a bit, the Thriddle will translates the words: "COTH COLDICH: CRUGAR SENTINEL. THE SUN'S PATH IS A TRACK AS MY HONOR IS TO MY SOUL." Den Goe-den will explain that Coth Coldich was a famous Crugar 1800 years ago and this sword is of minor historical significance. The Thriddle will be very interested in the purchase, at that point.

And so on. From this you should be able to get a picture of what the job of referee is like. Anticipate the players decisions. Make the situations interesting. Involve new creatures, items or places that the players are unfamiliar with, and above all, make it interesting. Enjoy yourself.

Now that the smaple scenario is over, either tell the players that that's it for now, or else create new material.

Additional information on writing campaigns is located in section chapter 4, section 1000. In chapter 2 (PLAY), sections 2000 through 4000 are all dedicated to generating encounters like the ones just described. If you prefer, you can always purchase our exciting, pre-prepared, expertly crafted campaigns. They'll provide you and your players with hours of exiting gaming.

3600 CONTINUING TO PLAY

If you use a pre-made campaign, all of the steps to follow will be provided there, otherwise, read section 4.1000 for suggestions on creating your own campaign. Before you leap into the pages ahead, here's a brief overview of the contents of each of the four chapters in **JORUNE**.

CHAPTER 1: *INTRODUCTION:*

Chapter one contains the plot, Jorune's history and the instructions for playing. Also included is a section on the Shantha, a race of intelligent creatures present on **JORUNE** before the colony arrived (see section 6000)

CHAPTER 2: *PLAY:*

The PLAY chapter covers weather, encounters, combat and experience. This chapter is very important to referees who write their own campaigns. All referees must learn to use the combat system in section 2.5

CHAPTER 3: *ENCYCLOPEDIA:*

The third chapter is a **JORUNE** encyclopedia. It contains descriptions of creatures, mutations, items and acquired talents. Memorization is not the key to success. Spend time learning the *layout* of this chapter (you'll refer to it while playing).

CHAPTER 4: *AID:*

This chapter is for both the beginner and the advanced player. A few key details of making campaigns are listed, and an index is provided.

4000 DICE

COMMON D6 ROLLS
D20 ROLLS
D100—PERCENTILE DICE
D200 ROLLS
UNCOMMON ROLLS
MULTIPLYING DICE

If you've been wondering what dice have to do with game playing, read on:

In the course of playing, it is often necessary to roll various dice. They put the element of chance into game play. Referees need to read all of this section. Players can skip to the "read me" symbols. One reading does not a die-master make, but comprehension will come quickly with play.

HAVE THE DICE IN HAND WHEN TRYING TO FIGURE OUT HOW TO USE THEM

COMMON D6 ROLLS

The usual order of information about the die roll follows this format:
1. How many dice to roll
2. What type of dice
3. Add what number to the result

For example, 3D6 means "roll 3 six-sided dice." You **always** *add them up* to get the die roll result. Often, numbers are added to the roll (as in 3D6+12. Add the 12 in after the 3D6 total).

Because six sided dice are used so often, part of the die description is frequently left out. "3D6" becomes simply "3." Any time a die description doesn't tell what type of die to use, *always use D6.*

D20 ROLLS

Very often, a roll of 1 through 20 is called for. The best way to roll 1 through 20 is on a D20 that is *numbered* 1 through 20. Since not all D20 are, here are some tips:

1. Using a two colored D20 (two sets of 0 through 9, each set in a different color). Pick one color to mean 1 through 10, the other to mean 11 through 20 (you add 10 to the roll on this color). On the 0 through 9 color, 0 means 10. On the 11 through 20 color, 0 means 20.

2. Using single color D20. Since you can't tell if you are supposed to add 10 to the die roll or not (no color coding), let a D6 tell you. A roll of 1 to 3 means use the D20 roll as is. A roll of 4 to 6 means add 10.

D100—PERCENTILE DICE

There is no die with 100 faces. Since D10 are uncommon, use two uncolored D20s (the ones with 0 through 9, 0 through 9). The first one you roll gives the tens digit, and the second gives the ones digit. For example, a roll of first 6, then 7, means "67." A roll of "0" "0" means "100."

D200 ROLLS

To roll a D200, you need both the percentile dice (two D20s) and a D6 (you could flip a coin for the hundreds digit, but that would be naive). Turning a D6 into a "D2" is easy—rolls 1 to 3 mean "0" and 4 to 6 means "1." Use this method to get the hundreds digit. (usually when the D6 is used as a D2, the result is either "2" or "1." The D2 method described above is really a "D2-1" method.) To get a roll of "200" the D6 roll must be 4 through 6, and the two others must be "00."

UNCOMMON ROLLS

1. To roll a "D3," use your trusty D6 as follows: 1 or 2 means "1," 3 or 4 means "2," and 5 or 6 means "3."

2. To roll "D16," use a D6 and a D8. If the D6 roll is a 1 to 3, use your D8 roll as is. If the D6 roll is 4 through 6, add 8 to the D8 result.

3. For "D40," use a D4 and a D10. A D4-1 determines the tens digit, but if the ones digit rolls a "0" the tens digit increases by 1.

Other uncommon die rolls can be figured out by using systems like the ones above.

MULTIPLYING DICE

sometimes the die descriptions call for multiplying. 2D6x50+5, for example, simply means that after the 2D6 are added together, multiply the result by 5, and then add 50. Note: remember that whenever the type of die is not specified, it is **always** a D6. 2x50+30 is the same as 2D6x50+30.

5000 ROLLING PLAYER CHARACTERS

5100 **RACE**
5200 **GENDER**
5300 **BACKGROUND INFORMATION**
5400 **CHARACTERISTICS**
5500 **ACQUIRED TALENTS**
5600 **CAJI CHARACTERS**
5700 **ADJUSTED CHARACTERISTICS**
5800 **EMPTY SPOTS**
5900 **PURCHASES**

Each player role-plays a character of his or her own design, moderated by die rolls. Information about the character is recorded on a CHARACTER SHEET. Beginning players can follow the examples of three gamers in SAMPLES throughout the text.

SAMPLE

Liz, Darren and Steven are preparing to play JORUNE. They each have character sheets in front of them.

Players design their own characters using the rules as guidlines. The referee is not limited to role-playing one creature; a Game Master controls all creatures which the players encounter.

5100 RACE DETERMINATION

5110 **HUMAN**
5120 **CAJI**
5130 **BOCCORD**

5110 HUMANS

Humans are the direct descendants of the original colony members. Weighing an average of 210 pounds, they are slightly larger than their Earth ancestors. The first years of struggle on JORUNE built up the Human stock; also, the planet's reduced gravity permitted greater growth. The height of the average Human is 6' 3". Humans are the only race able to use energy weapon (exception: Pundit). Humans are the most average of the character types. They have no special advantages or disadvantages. Their ability to utilize Earth technology makes up for their normality and lack of special mutations. Humans run Burdothian society in general, and tend to dominate the upper social levels; they represent the majority interests.

5120 CAJI

Caji are close relatives to the Humans. Their bodies have adapted well to JORUNE; Caji are able to consciously manipulate the planet's ambient energy in a variety of ways. Although these abilities are genetically transmitted, Caji are unable to use their mutations without years of discipline and training. Their bodies absorb and store energy from the environment, that must be released periodically. Voluntary use of mutations releases energy without discomfort, but the option of controlled release is not always available. Caji that hold it too long must endure painful, spasmodic expulsions of energy accompanied by wild electrical discharges.

Although Caji are mutated in powerful ways, they are much smaller than Humans, weighing an average of 120 pounds, and standing 5' 3" tall. Caji are physically the weakest of the Human races; players starting out as Caji must struggle to survive, but have the greatest potential for growth in their talents. They tend to spend time mastering their discipline. While they may lack an active role in Human society, they are none they less, well accepted. However, their moods are influenced by their energy level. Upon using the last dregs of their energy, Caji become lethargic and irritable. Excess of stored energy within their bodies cannot be maintained indefinitely without disabling their energy storing capacity.

5130 BOCCORD

Boccord are also relatives of the Humans. Their adaptations to the energy of the planet changed them differently than the Caji; their bodies grew larger and stronger. Boccord are physically the most powerful of the three races, having at least the physical Strength of three Caji. Full grown Boccord stand about 7' 1" tall, and usually weight about 310 pounds, but they can weigh more than 360 pounds. If Boccord live long enough, they gain a mutation that Caji also posess, "Deflector." Deflector is an invisible shield that they can create around their bodies several times each week. Although it lasts only a moment, it can deflect most any attack. The Boccord's ability to use Deflector is more instinctive than the carefully practiced Caji mutations. Boccord cannot use energy weapons as Humans can, nor are they able to use the myriad mutations available to Caji.

Boccord tend to share a great many cultural traits with Humans. Boccord women are entitled to complete equality under their laws and customs. Boccord culture is more integrated with Burdothian society than is the Caji's. Limilates have a profound effect upon the Boccord's already powerful attributes. The procurement of limilates is a common cultural pursuit.

SAMPLE

After careful thought, Darren decides to role-play a Caji character. Steve will role-play a Boccord. Liz balances out the party by role-playing a Human (not necessary, but it's good to take the whole party into consideration).

5200 CHARACTER'S GENDER

Players must choose the gender of their characters: male or female. Females of all three races are little smaller and weaker, but tend to be more dexterous, better educated and have a higher Social Status then their male counterparts. Capabilities of the sexes are approximately equal on **JORUNE** (female characters subtract a few points from their Strength and Constitution, but add a few to their Dexterity, Education and Social Status). In Burdoth, there is little social distinction between men and women. In other realms and lands, this may not be the case. Attitudes of creatures encountered may be highly influenced by the gender of player characters in the party.

SAMPLE

Steve and Darren have both decided upon male characters, a Boccord and a Caji, respectively. After reading 5420, Liz has decided to role-play a female Human.

5300 BACKGROUND INFORMATION

5310 ORIGIN
5320 NAME
5330 CHARACTER HISTORY

Characters are not wandering around like amnesiacs lost in the woods. They have names and backgrounds; think of them as alive.

5310 ORIGIN

At this point, players may want to think about where their characters are from and what type of background they would like them to have. Look to section 7400 for information on towns and regions of origin.

5320 NAMING A CHARACTER

Each player must create a name for the character that he or she is going to role-play. Go beyond "Dick and Jane." We've spared you creatures called "spot." Try customizing your names to the exotic JORUNE setting and its unique phonic structures.

SAMPLE

A list of typical Human, Caji and Boccord names:

HUMAN	CAJI	BOCCORD
MTHON IDIC(F)	PESC CHOLDRIN	BORV ANDRAN
MAGHN MASTION	ONIC NININDRUE(F)	TARLIT TATHTIN(F)
SERTI DURLUM(F)	JORAM DISTDIN	HATHDIS TARKOTHKIN
ROVDEN TROMIS	RISTIN CATHALRU(F)	ETHDIN COORD(F)

All of the names are suitable for male and female characters although the ones with an (F) after them are usually female. Don't feel obligated to use these names; players should create

names which encapsulate the personality of the character they will role-play. They are just to give you the feel of some typical JORUNE names.

Liz for example, created the name Andrithell Lormer for her female Human. Darren came up with the name Vendrith Cacs for his Caji character. Steve couldn't think of a good name for his Boccord, so he chose the name Borv Andran (pronounced Borv And-rin) from the list above.

5330 CHARACTER HISTORY

Once skills are chosen for characters, their pasts can easily be created. See the CHARACTER HISTORY section of the character sheet.

5400 CHARACTERISTICS

5410 CHARACTERISTICS DESCRIPTIONS
5420 ROLLING CHARS

After the players decide upon gender and race, it's time to fillin the details that give the character dimension. Every player needs a set of character sheets. There is a complete set at the end of the book. (Feel free to make photo copies for your own use.) In addition to other information, numbers representing thenine characteristics of all intelligent creatures are recorded on the character sheet.

5410 CHARACTERISTIC DESCRIPTIONS

5411 **CONSTITUTION** (CON)
5412 **STRENGTH** (STR)
5413 **RECOVERY** (REC)
5414 **DEXTERITY** (DEX)
5415 **EDUCATION** (EDC)
5416 **SOCIAL STANDING** (SOC)
5417 **AIM** (AIM)
5418 **SPEED** (SPD)
5419 **STAMINA** (STA)

5411 Constitution

The Constitution of a creature indicates its size and how much damage it can sustain before death. For Caji and Boccord, each point of Constitution represents 10 pounds of body weight. For Humans, multiply the Constitution by 5 and add 75 pounds to calculate the body weight. For example, A Human of Constitution 22 would weigh 185 pounds (22 x 5 = 110, 110 + 75 = 185).

5412 Strength

Strength is a measure of a creature's ability to carry a burden or wield a weapon. For every ten points of Strength, the amount of damage that a creature is capable of delivering with primitive weapons increases. Thus, a Strength of 33 is more advantageous than a Strength of 29, but not much better than a Strength of 30.

Each point of Strength translates to 10 pounds of lifting capability. Such burdens may be lifted for 4D6 rounds (roll each time a player picks up such a load, adjusting the number of rounds for lighter and heavier loads). Players may carry one third of their lifting capability for relatively long periods of time, without excessive strain. Thus, a character with a Strength of 22 could lift 220 pounds for about 30 seconds (a 4D6 usually comes out to about 14, 14 rounds = 28 seconds). The same character could carry 70 pounds with relative ease (resting from time to time). Creatures may lift half one and a half times their normal lifting limit, but for only one round (our Human with a 22 Strength could lift 330 pounds for a second or two). These lifting capabilities take into account the decreased JORUNE gravity.

5413 Recovery

Recovery is the body's healing speed. A Caji's ability to draw upon the ambient energy of JORUNE is heavily dependent upon Recovery.

5414 Dexterity

Dexterity is a measure of a creature's grace, agility and reaction speed. Dodging and evading, and chances of successful attacks depend upon Dexterity. Characters with low Dexterities are not neccessarily clumsy, just slow.

5415 Education

Education is a measure of the experience and skills characters have accumulated before entering Tothis.

5416 Social Status

All characters start game play at "Toth" status; they are Burdothian, but do not share the privileges of Drenn (citizens). Toth can come from any economic background. Burdothians of lower, middle, and upper wealth levels must all undergo Tothis to warrant citizenship.

The process leading up to Drenn status requires much dedication of the Tothis. Once characters feel that they have paved a path of honor for themselves, they trek to Ardoth in the hopes of being accepted into the upper Burdothian stratum. The process requires several weeks for completion. Characters are asked questions about their travels and experiences. Honor and spirit are the most desired traits in members of higher Burdothian society. A roll of 1 through 60 is needed on a D100 in order for the character to achieve Drenn status. (Referees are urged not to modify these chances except in the cases of an extremely honest, or vile character.) If the roll is unsuccessful, six months must pass before another attempt can be made. Subsequent attempts increase in chance of success by 5% each time. A roll of 90 to 100 always indicates failue.

Those attaining Drenn status revel in the benefits of citizenship. In five years they can petition for an application to Kesht status. Although the process is similar, it takes over a month in Ardoth to complete and chances of success are only 15%. They do not increase over time.

Citizenship is an honor and a privilege that cannot be bought. When the transition from Tothis to Drenn is officially santioned, the state bestows a great honor upon the new citizen: A medallion is activated and matched specifically to the recipient. It will glow as a symbol of status and identification only when worn by the new Drenn (see chapter 3, section 3320 for details on medallions).

The highest of the Burdoth social strata (again, not relative to economic status) goes even beyond Drenn. "Kesht" is a special class recognized as the most privileged and honored. Kesht earn their status over a long period of time.

Kesht use the same glowing medallions they received when accepted as Drenn, but they are imprinted with the official seal of the realm. It is assumed that Drenn would not tamper with their activated medallions to counterfeit Kesht status; loss of citizenship and banishment would result should their efforts be detected.

The die roll representing the character's Social Status is an indication of family background, wealth, and Education. Characters with high numbers in their Social Status receive more currency initially.

As far as the number representing Social Status is concerned, rolls less than or equal to 22 indicate the character is poor; he or she receives no special advantages. The small segment of characters with a Social Status of 23 receive extra currency and 6 extra Education points. They are members of the **JORUNE** middle class. Those few characters with Social Statuses of 24 who are able to roll a 6 on a D6 are upper class. Raised in luxurious environments, with *proper* Educations, these characters receive a small fortune in currency and 10 extra Education points. If they fail their D6 roll (by rolling a 1 through 5), they are only middle class. Note: extra Education points may only be used to strengthen abilities *within* a skill class, and not to learn new skills.

5417 **Aim**

The better a creature's Aim, the higher the ability to succeed in ranged attacks.

5418 **Speed**

Speed is a measure of a creature's top sprint speed in meters per round. A character with a speed of 20 could sprint 20 meters per round.

It takes 2 rounds to reach top speed. Until the second round, travel will be at one half of the sprint speed. The same applies to running, but jogging requires no such acceleration period.

5419 **Stamina**

Stamina is the ability to fight off fatigue and suffer damage without falling unconscious.

5420 **ROLLING CHARACTERISTIC**

Die rolls determine a character's particular attributes. Rolling a weak or clumsy character is not the end of the world (ye shall overcome, with skill).

All information recorded on the CHARACTER SHEETS should be written in pencil. Many numbers will be changed later as the character develops.

All of the nine characteristics are recorded on the CHARACTER SHEET page.

Die rolls are used to generate the nine characteristics for each of the three human races. Use the table below in preparing the CHARACTERISTICS SECTION of the character sheet. Record results on scratch paper for now. The numbers in the (F) column indicate the number of points female characters add or subtract to their various characteristics.

T5420 ROLLS FOR CHARACTERISTICS

CHAR	CAJI	(F)	HUMAN	(F)	BOCCORD	(F)
CON:	1D6+6	-1	2D6+14	-2	2D6+24	-2
STR:	1D6+6	-1	2D6+14	-2	2D6+24	-2
REC:	1D6+6		2D6+14		2D6+24	
DEX:	2D6+12	+2	2D6+12	+3	3D6+6	+3
EDC:	2D6+12	+3	2D6+12	+3	3D6+6	+3
SOC:	2D6+12	+3	2D6+12	+3	3D6+6	+3
AIM:	3D6+6		2D6+12		2D6+12	
SPD:	3D6+6		2D6+12		2D6+12	
STA:	3D6+6		2D6+12		2D6+12	

One bit of flexibility is allowed in rolling characteristics. Rolls of the same roll type may be swapped. Thus, Humans are allowed to swap their Constitution, Strength and Recovery rolls because they all consist of 2D6+14. Humans may also exchange their other six characteristics. Caji and Boccord are slightly more restricted in swapping; they have 3 groups of 3 to swap in as opposed to Humans with their group of 3 and a group of 6.

Individual points may not be exchanged. Thus, an Aim of 19 and a Speed of 22 could not be re-balanced to yield an Aim of 21 and a Speed of 20.

SAMPLE

Players record attribute information on their character sheets. (The actual character sheets created by the three players appear at the end of section 5000 in this chapter.)

Darren, Liz and Steve eagerly grab six-sided dice; it is time to roll the characteristics of their characters: Vendrith Cacs, Andrithell Lormer and Borv Andran.

First, let's see how Darren's Caji character does:

For the first three characteristics (Constitution, Strength and Recovery) he rolls 1D6+6 (roll one six-sided die and add 6 to the result) and gets a 4, a 2 and a 6; adding 6 yields 10, 8 and 12. Darren chooses to place the 12 in Constitution, the 10 in Strength and the 8 in Recovery. For the next three characteristics (Dexterity, Education and Social Status) he rolls 2D6+12 (two six-sided dice adding 12) and gets a 6 (1+5), an 11 (6+5), and a 9 (5+4). Adding 12 yields 18, 23 and a 21. Darren places the 23 in Dexterity, the 21 in Education and the 18 in Social Status. For the last three characteristics (Aim, Speed and Stamina) he rolls 3D6+6 (three six-sided dice plus 6) and rolls a 21 (5+6+4=15, 15+6=21), a 13 (3+3+1=7, 7+6=13) and a 19 (6+3+4=13, 13+6=19). Darren places the 21 in Aim, the 19 in Speed and the 13 in Stamina.

CAJI

DARREN: VENDRITH CACS

CON: 12	DEX: 23	AIM: 21
STR: 8	EDC: 21	SPD: 19
REC: 10	SOC: 18	STA: 13

Liz is rolling her Human's characteristics at a feverish pace. She has more choices, as a Human, in assigning many of her rolls.

She rolled a 25 (5+6+14), a 23 (5+4+14), and a 16 (1+1+14) for her Constitution, Strength and Recovery. For the remaining six rolls of 2D6+12, she rolls 17 (4+1+12), 24 (6+6+12), 17 (3+2+12), 20 (4+4+12), 19 (6+1+12) and a 21 (5+6+12). After some thought she decided upon the following arrangement.

HUMAN

LIZ: ANDRITHELL LORMER

CON: 25 (F)	DEX: 20 (F)	AIM: 17
STR: 23 (F)	EDC: 24 (F)	SPD: 17
REC: 16	SOC: 21 (F)	STA: 19

Adding and subtracting the modifiers for female characters, the numbers now look like:

HUMAN

LIZ: ANDRITHELL LORMER

CON: 25-2=23 (F)	DEX: 20+3=23 (F)	AIM: 17
STR: 23-2=21 (F)	EDC: 24+3=27 (F)	SPD: 17
REC: 16	SOC: 21+3=24 (F)	STA: 19

An (F) refers to characteristics changed by gender. Because she used a pencil, the changes were easy to make.

As a beginning player, Steve waits for Andrew (the referee) to make sure that he's doing everything right. With a little help, he gets underway.

For Constitution, Strength and Recovery, Steve rolls a 33, a 29, and an 35. His 3D6+6 rolls for the next three characteristics yield a 19, 11 and a 17. His last rolls, of 2D6+12, result in a 14, an 18 and a 23. The arrangement he choseis on the table below.

BOCCORD

STEVE: BORV ANDRAN

CON: 35	DEX: 19	AIM: 23
STR: 33	DEX: 17	AIM: 14
REC: 29	DEX: 11	AIM: 18

5500 ACQUIRED TALENTS

5510 SKILL CLASSES
5520 SPECIFIC SKILLS

Among other things, the SPECIALTIES SHEET records skills and languages. Skills come in two groups: Skill Classes, and Specific Skills. Chapter 3, section 4000, explains how skills are learned. Characters receive a number of points to use for skills equal to their Education.

5510 Skill Classes

Chapter 3, section 4100 describes each of the various Skill Classes, the number of Education points required for each, and the benefits that each class has to offer. The following skills are all descibed in chapter 3:

COST IN EDUCATION POINTS FOLLOW THE SKILL NAMES.

4101 **ARCHER**	**6**
4102 **BATTLE TACTICS**	**7 C**
4103 **CAJI SKILLS**	**5**
4104 **COMBAT**	**8**
4105 **ETIQUETTE**	**3 C**
4106 **HEALER**	**6**
4107 **ISCIN:SCIENTIST**	**5 C**
4108 **ORATOR: AHDIS**	**8**
4109 **SHANTHIC COMBAT**	**14 T**
4110 **STALKER**	**10 T**
4111 **THIEF:GITHERIN**	**8**
4112 **TRADES-PERSON**	**10**
4113 **TRAINER**	**4**
4114 **TRANSLATOR**	**8**

5520 Specific Skills

In addition to Skill Classes, characters may use their Education points to pick up Specific Skills. The following is a list of the Specific Skills and their costs.

THE FOLLOWING SPECIFIC SKILLS ARE ALL DESCRIBED IN CHAPTER 3:

4201 **ACCOUNTING**	**3**
4202 **+1 ADVANTAGE ROLL**	**7**
4203 **+1 CRITICAL ROLL**	**7**
4204 **BARGAINING**	**3**
4204 **BIOLOGY**	**x2**
4205 **COOK**	**2B**
4206 **CULTURES**	**x2**
4207 **DANCE**	**2B**
4208 **ETIQUETTE**	**x2**
4209 **FAMILIAR WEAPONS**	**3B**
4210 **FLY TALMARON**	**5**
4211 **HERBALIST**	**x2**
4212 **HISTORY**	**x2**
4213 **LANGUAGES**	**x2**
4214 **MUSICIAN**	**2B**
4215 **RIDING SKILLS**	**2**
4216 **SHIP SKILLS**	**2**
4217 **SWIMMING**	**1**
4218 **VOCAL MUSIC**	**x2**

SAMPLE

Darren's character, Vendrith Cacs, has an Education of 21. After reading section 4100 and 4200 in chapter 3, Darren selects the kind of Education his character has received. Note that 3 of his Education points remain unused.

5 POINTS FOR CAJI SKILLS: +1 TO EFFECTIVE LEVEL
5 POINTS FOR ORBS: HAS MASTERED ORB MUTATIONS
8 POINTS FOR TRANSLATOR: D6+10 MORE LANGUAGE POINTS
TOTAL OF 18 POINTS USED. 3 POINTS REMAIN.

Translation: Vendrith spent years learning his Caji skills. One benefit of this effort is a +1 to Effective Level (described in section 5820) and savvy in orb mutation casting. Vendrith also spent considerable time studying different languages. Given D6+10 extra points to use for languages, Darren rolls a 14 (4+10). The 3 points saved above will now be used for languages. He has a total of 17 points to spend on languages.

3 POINTS FOR BRONTH
1 POINTS FOR CROID
5 POINTS FOR KNIK
3 POINTS FOR CHAUN-TSE: CRUGAR
1 POINT FOR WOFFEN (ONLY 1 POINT BECAUSE BRONTH TAKEN).
2 POINTS FOR THIVIN
2 POINTS FOR WALLUSK

As a translator, Vendrith Cacs is fluent in both the spoken and written forms of each of these langauges.

Note that none of the skills chosen change the characteristics of Vendrith Cacs.

Next, Liz selects her acquired talents.

She has a Social Standing of 24, giving her a one in six chance that she was raised upper class. Liz rolls a 6 on her D6, confirming this. A roll of 1 through 5 would have meant that her character was only middle class.

As an upper class character Andrithell's name is prefixed by the word "Cle" (one one of several possible prefixes). Thus, Liz's character's name is Cle-Andrithell Lormer.

Upper class characters receive D100+30 gemlinks upon reaching their 23rd year. Such characters are also very well educated. Liz adds 10 points to Cle-Andrithell's 27 Education Points (she rolled a 24 for Education, but as a female character, 3 points were added). Upper class adds 10 to this, bringing her Education to 37 points. Liz uses those points in the following way:

8 POINTS FOR COMBAT: +3 TO STR AND DEX
  1 POINT -1 TO HIT WITH SWORDS
  2 POINTS TO BE AMBIDEXTEROUS IN COMBAT
3 POINTS FOR ETIQUETTE
  4 POINTS FOR BRONTH CULTURE. RESULT: 80% PROFICIENCY
  6 POINTS FOR HUMAN CULTURE. RESULT: 92% PROFICIENCY
  2 POINTS FOR THRIDDLE CULTURE. RESULT: 60% PROFICIENCY
  2 POINTS FOR THIVIN CULTURE. RESULT: 70% PROFICIENCY
5 POINTS FOR ISCIN: SCIENTIST
  1 POINT FOR ANCIENT EARTH TECHNOLOGY: 20% PROFICIENCY
  2 POINTS FOR HISTORY: BURDOTH RELATIONS WITH ROS CRENDOR CIRCA 3315 P.C. RAMIAN INVASION INTO NORTH WEST ROS CRENDOR.
1 POINT FOR SWIMMING (LOCATED UNDER SPECIFIC SKILLS)

ALL 37 POINTS USED

Had she not been upper class, Cle-Andrithell might not have spent her time learning the Sacred words of charm" which allow rich Burdothians to pass into most citadels, or the details of dining with guests of several races. Etiquette is a necessary art for middle and upper class characters.

The extra points in Dexterity and Strength are recorded on Liz's character sheet. Anything that her character lacked in brute force it has surely gained in expertise and style. A well balanced character is often more capable than a single minded individual.

Adjusted by Skill Classes, here are Cle-Andrithell Lormer's characteristics:

HUMAN
LIZ: ANDRITHELL LORMER

CON: 23 (F)	DEX: 23+3=26 (F)	AIM: 17
STR: 21+3=24 (F)	EDC: 27 (F)	SPD: 17
REC: 16	SOC: 24 (F)	STA: 19

Steve skims the skills section. He realizes that Borv's assets as a Boccord lie mainly with his fighting ability. He has only 13 Education points; training as a fighter would be his most productive education.

10 POINTS FIGHTER: +3 TO STR AND DEX
1 POINT: -1 TO HIT WITH SWORDS
1 POINT: -1 TO HIT WITH THE MORNING STAR
1 POINT: -1 TO HIT WITH POLE WEAPONS

The combat skill alters Borv Andran's Strength and Dexterity. His new characteristics are:

BOCCORD
STEVE: BORV ANDRAN

CON: 35	DEX: 19+3=22	AIM: 23
STR: 33+3=36	EDC: 17	SPD: 14
REC: 29	SOC: 11	STA: 18

5600 CAJI CHARACTERS

Caji characters start out too young to master any powerful application of JORUNE energy. They may have learned the relatively easy skill of projecting orb and bolt mutations (see chapter 3, section 2000 for information on mutations). Only mutations under the heading of "LEVEL 1" of section 2400 in chapter 3 may be chosen by level 0 Caji. Cost points are used to determine what mutations the Caji is capable of using. Value points indicate the amount of ambient energy that the Caji can absorb from **JORUNE** each day. Beginning Caji receive points (Recovery +25) which must be split between cost points and Value points. Caji then receive an additional 10 Value points.

SAMPLE

Darren's character, Vendrith Cacs, has a Recovery of 10. This gives him 35 points (10+25) to split between cost and Value points, plus an additional 10 Value points. Looking through section 3.2, Darren chooses the following mutations (note that all of them are on the LEVEL 1 table). Level 0 and Level 1 Caji develop only those abilities on the "LEVEL 1 MUTATIONS" table.

ACID SPRAY	COST: 3	VALUE: 0
SPIDER GRIP	COST: 4	VALUE: 0
POWER ORB	COST: 5	VALUE: 5
NIGHT EYES	COST: 4	VALUE: 0
DETECT LIE	COST: 1*	VALUE: 0
TASTE PERCEPTION	COST:1*	VALUE: 0
WATER LUNG	COST: 1*	VALUE: 0
SUFFOCATE FIRE	COST:1	VALUE: 1

=20 COST POINTS

35 POINTS—20 USED ON COST = 15 LEFT FOR VALUE POINTS
15 VALUE POINTS +10 = 25 VALUE POINTS FOR VENDRITH CACS TO USE EVERY DAY.

Of Darren's 35 points, 20 were used for mutations, leaving 15 points to be used as value points. Caji receive 10 additional value points, bringing Vendrith's number to 25 (this is a daily allowance). Value points measure a creature's ability to absorb and store the ambient energy which permeates all JORUNE. With 25 value points, Vendrith could use his Power Orb mutation 5 times a day. If he used it less, he could also throw his Suffocate Fire orb.

5700 ADJUSTED CHARACTERISTICS: ADC's

5710 **CONSTITUTION ADC**
5720 **STRENGTH ADC**
5730 **RECOVERY ADC**
5740 **AIM AND DEXTERITY ADC**
5750 **SOCIAL STANDING ADC**
5760 **SPEED ADC**

Characteristics improve as the numbers representing them increase. ADC's are the interface between these numbers and game play. The number representing Aim, for example, is meaningless until it is converted to an ADC. Tables in this section convert all characteristics (except Education and Stamina for which there are no ADCs) into ADC's. ADC's are recorded on the CHARACTER SHEET to the right of the characteristic they represent.

5710 CONSTITUTION ADC

The size of a creature (and thus its Constitution) has a bearing upon its vulnerability; a large target is easier to hit. Find the player character's Constitution on the table below. The two resulting numbers are separated by a slash and recorded in the Constitution ADC space. The first number indicates how much harder a character is to be hit in hand-to-hand combat, the second number indicates how much harder the character will be to hit at range. For example, a Boccord with a Constitution of 34 would record +0/-1.

T5710 CONSITUTION ADC

CHARACTER'S CONSTITUTION:	BONUS TO HIT HAND-TO-HAND	BONUS TO HIT AT RANGE:
1-2	+3	+12
3-5	+1	+6
6-10	+0	+2
11-28	+0	+0
29-60	+0	-1

5720 STRENGTH ADC

The ADC for Strength is used to modify damage done in hand-to-hand combat with primitive weapons. Index the player character's Strength on the table below, and record the result. Thus, the Strength ADC for a character with a Strength of 33 would be x3+1. This means that all damage done by this character is tripled and added to 1.

T5720 STRENGTH ADC

STRENGTH:	ADC	STRENGTH:	ADC
3-5	x1/2	23-25	x2+1
6-8	x1-1	26-28	x2+2
9-12	x1+0	29	x2+3
13-15	x1+1	30-32	x3+0
16-18	x1+2	33-35	x3+1
19	x1+3	36-38	x3+2
20-22	x2+0	39	x3+3

5730 RECOVERY ADC

Recovery is the speed at which the body can heal itself. It has a special meaning to Caji. Their bodys' ability to store **JORUNE** energy is heavily dependent upon this characteristic. If a character had a Recovery of 21, the value D5 would be recorded under that character's Recovery ADC. By this value, we know that the character will heal D5 (roll a six-sided die, re-rolling in the case of a six) Hit Points and Stamina points of Damage each day. Healing is explained in further detail in chapter two, section 1300.

T5730 RECOVERY ADC

RECOVERY:	POINTS HEALED PER DAY:	RECOVERY:	POINTS HEALED PER DAY:
7-10	D2	23-28	D6
11-14	D3	29-34	D8
15-18	D4	35-40	D10
19-22	D5	41-45	D12

5740 AIM AND DEXTERITY ADC

The chances of successfully using a skill which relies upon Dexerity or Aim depend upon the character's Aim and Dexterity ADC's. The Dexterity ADC is made up of an Attack Bonus and a Dodge Bonus. Record both numbers separated by a slash. Thus a Dexterity of 24 would give us an attack bonus of -1 and a dodge bonus of 4; this would be recorded as -1/4.

T5740 AIM AND DEXTERITY ADC

CHARACTER'S DEXTERITY:	AIM BONUS:	ATTACK BONUS:	DODGE DONUS:
1-5	+6	+6	1
6-9	+4	+4	1
10-13	+2	+2	2
14-17	+1	+1	3
18-22	+0	+0	4
23-27	-1	-1	4
28-32	-2	-2	5
33-37	-3	-3	6
38-42	-4	-4	7

5750 SOCIAL STATUS ADC

5751 Lower
5752 Middle
5753 Upper

Check Social Status' for advantages on the table below. Although all characters start out at Toth status, they may be rich or poor.

T5750 SOCIAL STATUS ADC

SOCIAL STATUS:	RESULTING CLASS & BENEFITS:
14-22	LOWER CLASS: NO ADVANTAGES
23	MIDDLE: +6 EDUCATION POINTS +D20 GEMLINKS WHEN STARTING
24	UPPER: +10 EDUCATION POINTS +D100 GEMLINKS AND +3 GEMS WHEN STARTING. MUST ROLL A 6 ON A D6 TO CONFIRM. ROLLING A 1-5 INDICATES MIDDLE CLASS.

5751 **Lower Class**

Characters of the lowest Burdothian class receive no bonuses nor penalties.

5752 **Middle Class**

Middle class characters receive a better than normal education, and extra currency at the beginning of the game (assuming they start at an age of 23 or older). Add six points to the Education of a middle class character.

Middle class characters aren't rolling in it, but they do start with a substancial cash bonus in the beginning. Middle class characters are initially wearing elegant clothing.

5753 **Upper Class**

Upper class characters come from families that enjoyed extreme wealth and luxury. Because of their privileged backgrounds, such characters are given an additional 3 gems and D100 additional gemlinks when starting out. Upper class characters will begin game play dressed in expensive clothing. They are given an additional 10 Education points.

Wealthy characters may prefix their names with: Cle, Dhar or Auden. For example, Tarniri (Tar-neer-ee) of Kethendon (Keth-end-din) Dhar-Tarniri of Kethendon. Dressing in expensive gowns is not always a wise; fine clothing can inspire jealousy, distrust, and muggings, especially in bad neighborhoods.

5760 **Speed ADC**

The ADC for speed indicates the number of meters per round that the player character can sprint, run and jog. Thus, a character with a speed of 20 would be able to sprint 20 meters per round, run 12 meters per round, and jog 6 meters per round. This ADC would be recorded as 20/12/6. To generate these ADCS, round the speed up to the nearest 2. This is the sprint speed. Divide this by 3 to get the jogging speed. The jogging speed multiplied by 2 is the running speed.

PREPARE FOR 15 LINES OF T5716

T5716 SPEED ADC

SPEED:	ADC SPRNT	RUN	JOG	SPEED:	ADC SPRNT	RUN	JOG
1-2	2	2	1	19-20	20	12	6
3-4	4	4	2	21-22	22	14	7
5-6	6	4	2	23-24	24	16	8
7-8	8	4	2	25-26	26	16	8
9-10	10	6	3	27-28	28	18	9
11-12	12	8	4	29-30	30	20	10
13-14	14	8	4	31-32	32	20	10
15-16	16	10	5	33-34	34	22	11
17-18	18	12	6	34-36	36	24	12

SAMPLE

The ADCs of each characteristic for Vendrith Cacs, Andrithell Lormer and Borv Andran are listed below. Note that all skill bonuses have been applied to characteristics.

	CAJI VENDRIX	HUMAN CLE-ANDRITHELL	BOCCORD BORV
CHAR	CHAR:ADC	CHAR:ADC	CHAR:ADC
CON	12 :+0/+0	23 :+0/+0	35 :+0/-1
STR	8 :x1-1	24 :x2+1	36 :x3+2
REC	10 :D2	16 :D4	29 :D8
DEX	23 :-1/4	26 :-2/4	22 :+0/4
EDC	21	27	17
SOC	18 :LOWER	24 :UPPER	11 :LOWER
AIM	21 :+0	17 :+1	23 :-1
SPD	19 :20/12/6	17 :18/12/6	14 14/8/4
STA	13	19	18

5800 **EMPTY SPOTS ON CHARACTER SHEETS**

5810 PERSONAL DATA
5820 LEVEL & EFFECTIVE LEVEL
5830 ADVANTAGE AND CRITICAL BONUSES
5840 MULTIPLYERS
5850 LOAD MASS
5860 MOUNT
5870 WARP FACTOR
5880 HIT POINTS AND STAMINA POINTS

5810 **PERSONAL DATA**

Players must now fill out the PERSONAL DATA section of their CHARACTER SHEETS.

The weight of Caji and Boccord in pounds is their Constitution multiplyed by 10. Humans multiply their Constitution's by 5 and add 75 to generate their weight.

The following table indicates the height of characters. Roll the dice as needed. A Human with a Constitution of 23 would find a 6'3+D6 on the table below. This character will be at least 6 foot 4 inches tall (6'4) and up to 6 foot 9 inches tall (6'9). If the roll of the D6 was a 5, that character would be 6 foot, 7 inches tall (6'7)

T5810 HEIGHT

FIND THE FIT OF THE CONSTITUTION OF THE CHARACTER

CAJI:		HUMAN:		BOCCORD:	
4-6	4'5+D6	11-14	5'5+D6	23-26	6'1+D6
7-9	4'9+D6	15-17	5'9+D6	27-29	6'5+D6
10-11	5' +D6	18-21	6' +D6	30-33	6'9+D6
12	5'3+D6	22-23	6'3+D6	33-35	7'1+D6
		24	6'5+D4	36	7'4+D4

SAMPLE

Vendrith Cacs, with a Constitution of 12 is 5'3+D6 tall. Rolling a 4 on the D6, it appears that he is 5 foot, 7 inches tall (5'7); Vendrith is neither thin nor fat.

Cle-Andrithell's Constitution is 21. Her weight is 180 pounds and her height is 6'+D6. Rolling a 2 on the D6, we find that Cle-Andrithell is 6 foot, 2 inches tall; a bit short for someone of her weight (based upon what an average roll would have yielding 6'3 or 6'4.

Borv Andran weighs in at a hefty 350 pounds (Constitution 35). His height is 7'+D6. Rolling a 6 for his D6 roll, Borv is found to be 7 foot, 7 inches tall. Borv Andran is a slim Boccord.

5820 LEVEL AND EFFECTIVE LEVEL

All player characters start out at Level 0 and Effective Level 0. Record these numbers on the right hand side of the CHARACTERISTICS SECTION of character sheets. Level is a measure of age and experience. Effective Level indicates how powerful a character's mind is in defending certain mutational attacks. By spending time practicing defensive mental postures, characters can increase their Effective Level beyond its normal limits. Caji, for example, start with an Effective Level of 1 if they have taken Caji Skills.

During the course of game play, characters are rewarded for clever thinking and for survival in dangerous situations. These "Experience Points" are tallied on the third of the CHARACTER SHEETS under the Experience Tally section. Record the number of points, the source, and the date (of actual game play) of all experience points. Keep a tally of these points going. Chapter 3, section 5000 explains what to do with these tallies. Upon earning enough experience points, characters go up one level, bringing their experience points back to zero as well. At this time, the character's Level and Effective level both increase by one point.

5830 ADVANTAGE BONUS AND CRITICAL BONUSES

When players start out, their Advantage Bonus and Critical Bonus are 0. These numbers affect combat probabilities and will be described in full detail in the combat section 2.6

5840 MULTIPLIERS

5841 **ARMOR COST MULT**
5842 **WEAPON COST MULT**

The size of a creature determines the cost of armor and weapons. The following sections explain the usage of Armor Cost Multipliers and Weapon Cost Multipliers.

5841 Armor Cost Multipliers

The armor cost multiplier is the the tens digit of the character's Constitution. Constitutions less than 10 have an armor cost multiplier of 1. This number indicates what all armor costs will be multiplied by to determine their costs. The smaller the character, the less expensive that character's armor will be. Thus, a Boccord with a Constitution of 34 would mulitiply all armor costs by 3.

5842 Weapon Cost Multipliers

A player's weapon-cost multiplier is calculated in a manner very similar to armor cost multipliers, except that the Strength of the character, not its Constitution, is used. Thus, it is the tens digit of the character's Strength. The weapon cost multiplier multiplies all weapon costs. Larger creatures require larger, more expensive weapons. Thus, a Human of Strength 23 would multiply all weapons costs by 2. Purchases of energy weapons are unaffected by weapon cost multipliers.

SAMPLE

Vendrith Cacs' multipliers are both 1, Cle-Andrithell's are both 2 and Borv Andran's are both 3, typical of their races.

5850 MAXIMUM MASS AND LOAD MASS

Maximum Mass is the Strength of a creature divided by 3. Record this number (rounding fractions down) in the space provided.

The Load Mass is a unit of encumberance. A creature carrying zero or one Load Masses will be considered unencumbered. Carrying two load masses decreases Advantage (discussed later), chance to hit, and Speed, each by 4; this is the encumbered state.Creatures carrying three load masses may not participate in any combat activity.

The table below holds the Load Masses based upon a character's Strength. Thus, large creatures will have larger Load Mass listings than will small creatures and will thus be able to carry more before being encumbered. Record the number in the space provided on the CHARACTER SHEET.

T5840 LOAD MASS

STRENGTH:	LOAD MASS:	STRENGTH:	LOAD MASS:
1-3	5	21-27	40
4-8	10	28-32	50
9-15	20	33-39	60
16-20	30		

0 OR 1 LOAD MASSES = UNENCUMBERED : NO MODIFIERS
2 LOAD MASSES = ENCUMBERED: -4 ADV, +4 TO HIT, -4 TO SPEED
3 LOAD MASSES = NON-COMBAT: UNABLE TO PARTICIPATE IN COMBAT

SAMPLE

Vendrith has a Strength of 8; this translates to a load mass of 10 pounds. Thus, Vendrith can carry up to 10 pounds without being encumbered.

Cle-Andrithell's Strength is 23. Her Load Mass is 40 pounds.

Borv Andran has a Load Mass of 60 with his Strength of 35.

5860 **Mount**

In the space provided, record the type of Mount that the character employs. Typically this is thombo (a popular riding creature). All players start out with a thombo.

SAMPLE

Vendrith, Cle-Andrithell and Borv all have thombos as their mounts. The players may sell their thombos at any referee-acceptable time.

5870 **PVC POINTS**

Party **V**alue **C**ontribution points represend the overall power of a character. Add together the character's Level, Advantage Bonus, Critical Bonus, Weapon Multiplyer and the value of all possessions in Gem Clusters (the value of a Gem Cluster or "GC" as it is called will be discussed later). Caji characters multiply their level by 3 when calculating PVC. This number will be used in section 2.2110.

SAMPLE

Vendrith has a PVC of 1 (3*0+0+0+1+0GC). Cle-Andrithell has a PVC of 2 (0+0+0+2+0GC). Borv Andran has a Party Value Contribution of 3 (0+0+0+3+0GC).

5890 **WARP FACTOR**

Almost all creatures absorb a little of **JORUNE'S** energy. During moments of tension, a defense mechanism is capable of releasing this energy is an involuntary, reflexive way. The result of this is similar to the Caji mutation "Deflector" except that the oncoming mutational attack is bent around the defender instead of being blocked. Note that this leaves the possibility of secondary defenders being hit.

Player's Warp Factors start at 1. When an orb or bolt mutation hits a character, a D20 roll is made. If the roll is less than or equal to the character's Warp Factor, a release of energy warped the oncoming attack around the defender. Warp factors are only allowed when characters are somewhat aware that they are being attacked with an orb or bolt.

5890 **HIT POINT AND STAMINA POINTS**

Hit Points are used to determine how much damage a creature can sustain before death. A character has Hit Points equal to its Constitution. This number is recorded on the third CHARACTER SHEET labled TALLY SHEET. Characters lose Hit Points when they are injured. If these points reach zero, the character is in a coma and will die without professional healing of some sort. Characters with a negative number of Hit Points will die almost immediately (the referee may suspend death a few minutes depending upon the type of injury).

Stamina Points are equal to a character's Stamina. They are reduced in the same way as hit points, except that characters are knocked out (not comatose, dead, or dying) when their Stamina Points reach zero.

SAMPLE

Vendrith, Cle-Andrithell and Borv have 12, 21 and 35 hit points.

5900 **PURCHASES**

All players ride into Ardoth on their "thombos" (riding creatures), carrying their savings. players attempt to purchase the necessary items, arms and armor to equip them for adventuring and exploring. The table below holds the amount of currency each player character starts with. Note that Humans, Caji and Barbarians all start with different quantities. The lowest form of currency exchanged in Burdoth is the Gemule. It is fair to compare its value to that of a dime dollar. Detail of the currency of **JORUNE** is located in chapter3, section 3100.

CAJI:	receive	D100+300	Gemules
HUMANS:	D100+600	"	
BARBARIANS:	"	D100+900	"

The reason that Humans and Boccord receive more money is that their weapons and armors will cost them more. Caji have a Weapon Cost Multiplier and an Armor Cost Multiplier of one; Humans have multipliers of two and Boccord have multipliers of three. This means that weapon and armor costs are doubled and tripled for Humans and Boccord, respectively. Characters have the option of sell their thombos at the beginning of the game for 500 Gemules. Chapter 3, section 3000 contains information about items, arms and armor, their costs, availabilities and weights. Be sure to read the part of this section marked (Buying and Selling) thoroughly before continuing. Availabilities may be ignored at the beginning of the game, if the referee agrees. The players don't have enough money to purchase anything that would be in the least bit rare.

SAMPLE

Darren roll a 385 (85+300) on his D100+300 for his currency. Vendrith Cacs has 385 Gemules to spend in the streets of Ardoth. After a bit of haggling with Vist Arnis, a Trarch Trader, Vendrith has a suit of hide armor (50 GU), a bow (200 GU), 5 arrows (6 * 5 GU = 30 GU) and a sword (100 GU). This leaves him with 5 Gemules to carry around.

As an upper class character, Cle-Andrithell Lormer has an extra D100+30 Gemlinks. The D100 roll is a 35, so she has 65 Gemlinks + D100+600 Gemules. The D100 roll for this yields a 91. Cle-Andrithell Lormer has 35 Gemlinks plus 691 Gemules for a total of 41.91 Gemlinks or 4191 Gemules. With this money she buys a suit of mail (3GL * 2 Armor Cost Multiplyer = 6 GL), and a suit of hide (50 GU * 2 Armor Cost Multiplyer = 1 GL), a heavy cross bow (8 GL * 2 Weapon Cost Multiplyer = 16 GL), one repell capsule (10 GL) and 10 bolts for her heavy cross bow (1 GO * 10 of = 1 GL). This leaves her with 791 Gemules to carry around.

Steve rolls a 43 on his D100 roll for currency and finds that Borv Andran has 943 Gemules to spend. He buys a suit of fur for 300 Gemules, a morning star for 300 Gemules and two 10 meter ropes for 20 Gemules each. Borv pockets the rest, leaving him with 3 Gemules.

6000 SHANTHA

6100 HUMANS THROUGH SHANTHIC EYES
6200 SHANTHIC SECTS
6300 SHANTHIC TECHNOLOGY

6100 HUMANS & SHANTHAS

Shanthas are more slender then humans and stand several inches taller. They have no eyes, yet are able to see in all directions. Their complex language flows elegantly. Shanthas are a true natives of **JORUNE**.

The Shanthic race had lead a peaceful existence in underground caverns for thousands of years when the aliens came. These new-comers spoke a lumpy, awkward tongue lacking dimension and clarity. In spite of their crudity, the alien skills of energy manipulation were impressive. All of their tools relied upon a constant supply of small energy pellets. Their belongings were crafted of a restistant tlesk (stone). The H-oomans, as they wished to be called, would not pronounce the name of the Shanthic planet "Sho-caudal" ("vast fluid body"). They would only say "JORUNE."

These "H-oomans" were unable to see or feel the natural fluid of Sho-caudal. They hulked about gracelessly, blind and insensitive to the environment for which they had travelled a great distance. The Shanthas had difficulty respecting these creatures who covered their isho (literally: thoughts) with fur. The Shanthic "Sho-lari" (priests) encouraged cooperation with the outlanders, to ensure peacefulness. H-oomans would be guided to areas where they would not be a disturbance. Limitations and taboos were gently but firmly explained.

Although Shanthas understood the magnitude of a population of twenty thousand, they were taken aback by the shear bulk of the colonists, when they arrived. Their akward attempts at simple "cashiln" (walking) were shameful. Their intellects seemed just as disorganized. It was rumored that H-oomans were incapable of controlling their own bodily functions. Their "inner fluid" was pumped involuntarily, their frontal bulbs fluttered spasmodically, and their clumsy breathing made an irritating, raspy sound. The H-ooman's inability to project even the most simple "lih" (orb mutation) was taken as an indication of dwarfed intelligence by many Shanthas. But the H-oomans commanded great machinery so Shanthas were content to help them meet their needs for minerals, water, and land, if that meant peace.

As the moons constellated, H-oomans relaxed and enjoyed their new environment. Treaties were obeyed. The new-comers seemed to have proven their harmlessness.

Suddenly the tranquility of life was shattered; the H-oomans began acting frantically. They claimed the loss of their homeland. Yet they had *abandoned* their homeland to come to Sho-Caudal. Erratic H-ooman behavior became a concern. The Shanthas were resigned to revive aggressive technology left to them by their ancestors. They watched and waited. Uneasiness and fear had been unknown to them; this sensation was, to the Shanthas, a subtle poison released by the H-oomans.

Without warning, the H-oomans transgressed "Cali-Shafra," Battle Lands of the Ancients. The bountiful vegetation was stripped away and the land was smothered by tlesk (stone). The H-oomans claimed that they needed the area to make their food. The Shanthas were unsympathetic. They had seen that supplies arrived from cycle to cycle. The transgressions of the H-oomans became intolerable. The Shanthas could not tolerate disrespect from parasites with whom they had planned harmony.

With the disruption of the Galsh-aca (Ancient Burial Grounds), Shanthas finally felt that their energies could be justly unleashed.

The Earthlings in their colony strongholds were not prepared for the massive energy blasts which the Shanthas used against their ships, nor were the Shanthas alerted to the biological weapons created to destroy their race. In a matter of days, the men and their great space vessels were no more than scavengers huddled about scrapped metal. In this short time, nearly all of the Shanthas died of a blood clotting ailment induced by human bio-weapons. Without their great numbers, they were unable to maintain their ancient underground complexes. Society crumbled. The Shanthas were forced to leave the lower world and take to the more desolate parts of their planet. They remember this as the "Leesh Ebeeca," "The dying time."

The Shanthas knew that the H-oomans were destined to enter their cities in the coming millenium. They sorrowfully laid to rest their valuables within temple recesses. They guarded their treasures by the best means they could muster. They vowed to keep H-oomans from their belongings until Shanthic descendents could reclaim their ancestor's treasures and restore the race to greatness.

Over the ages, Shanthas have learned a bit about Humans. Although their original impressions have yet to be completely dispelled, they have come to grips with living as a minority on their own planet. Their interactions with other life forms are usually brief and specific. 3500 years after Leesh Ebeeca, hostility between Shanthas and humans is rare. Again the Shanthas are watching and waiting; this time for a chance to restore their race to ancestral splendor.

Of all the descendants of the Logus colony, Shanthas find only the Caji to share their intimacy with the planet. The Caji's conscious ability to manipulate energy is crude, but similar to Shanthic methods. Shanthic priests occasionally permit exceptional Caji to study their ancient arts. Shanthas have a distaste for the vulgar Boccord.

The Shanthic religion worships multiple dieties and their servants. The number seven is the symbolic cardinal of the Shanthic faith. The planet **JORUNE** is orbited by the seven moons (see section 7330) of their seven gods. Both the moons and their constellations are considered signs from their dieties. The names of the seven distinct Shanthic sects are created by placing the prefix "Ca-" (pronounced "caw") before the name of their symbolizing moon. Thus, the Shanthas of the moon "Shal" would be the "Ca-Shal". The only culture whose name does not follow this pattern is the "Ci-Ebba," the Shanthas of the moon "Ebba" (pronounced Kye-Ebba). Shanthas claim to predict the future by interpreting the positions of the various moons in combination with meteorlogical presences. It is easy to be skeptical of such claims, but a significant number of events tantamount to Shanthic history have occurred while rare patterns loomed in the **JORUNE** sky.

Some Shanthas accept the changes which Humans have brought unto their planet. Shanthic priests, called "Sholari", sometimes settle in the civilization that intelligent life rules. They live as sages, translating and predicting for those who can pay their prices. The Sholari prefer Shanthic objects as pay; they treasure their heritage and wish someday to restore their race to the greatness their ancestors knew. The Ca-Tra Shanthas are found most commonly as Sholari.

Most other Shanthas live far off the beaten path. Shanthic settlements are quiet, sombre places. Their response to strangers is largely responsive to the visitor's attitude.

6200 SHANTHIC SECTS

Based upon the seven moons of **JORUNE**, the Shanthas have branched into seven distinct sects. Although they all share basic Shanthic foundations, the culture of each is somewhat different.

The *Ca-Shal* are a quiet race of Shantha. They do not share their thoughts with others. *Ci-Ebba* are the keepers of the Shanthic faith; they maintain the order of the ancients. The *Ca-Du* are the grinders of Shanthic blades. Fro the thailiers of a Dhar Corondon, these Shanthas construct weapons of legendary sharpness. The *Ca-Gobey* are the great Shanthic builders; they constructed many of the tombs and temples covering Shanthic lands. *Ca-Desti* are the least friendly of the Shanthic races. They are almost war-like in their ways. The *Ca-Launtra* are a humble race of Shantha. They employ no technology, preferring to live natural lives in the forests of **JORUNE**. *Ca-Tra* Shanthas are the best known to Humans. Members of this race are often seaking information about their ancestors. Their abilities to use the Cle-eshta exceed all other Shanthas.

6300 SHANTHIC TECHNOLOGY

Shanthic technology is based upon the planet which empowers it. While Earth technology transmits motive power electrically, the Shanthas accomplish this biologically. The ambient energy of **JORUNE** is constantly absorbed into their bodies. Crystals imbedded beneath the planet's crust give off a steady energy flow. The Shanthas naturally store and convert this energy within their bodies to a useful form. Shanthas also make good use of crystals jutting from the surface of **JORUNE**; they are carved into highly decorative icons.

Shanthas never use thombos, talmarons, or bochigon. Walking has always been their preferred mode of transportation. Although the Shanthic ability to create warps is great, this geographical anomally is seldom exploited. Shanthas consider it a trangression to destroy the tranquility of dimensional fabric.

7000 THE PLANET

7100 **POST COLONY HISTORY**
7200 **MOONS OF JORUNE**
7300 **TERRAIN**
7400 **SEASONS & WEATHER**
7500 **ORGANIZED LIFE**
7600 **MAP & LEGEND**
7700 **DETAILED DESCRIPTIONS**

7100 POST COLONY HISTORY

7110 **HISTORY OF POST COLONY CIVILIZATION**
7120 **TIME LINE: POST COLONY CIVILIZATION**

7110 HISTORY OF POST COLONY CIVILIZATION

The plot describes events on **JORUNE** from the time of the colony's landing (year 0) to 250 P.C. By this time, political structure could be found only in tribes and villages; large population centers were non-existent. Farming was practiced, on a small, communal scale.

Life settled out over the next two milenium. Humankind slowly increased in number, as did other forms of life. As populations grew, small cities formed. Some creatures were forced further into the forests and jungles. Others, like the race of creatures called Bronth, strove towards organization. In 1874 (this is 1,874 years after the colony landed on **JORUNE**), the Bronth organized and defended a large region of forested land which they named "Ros Crendor" ("Crendor," meaning "holy," and "Ros" meaning "land for Bronth."). Ros Crendor was the first post-colony realm of **JORUNE**.

The year 1937 saw the emergence of another realm, Lundere. Primarily the realm of Woffen, Lundere exists far to the east of Ros Crendor, in the old shanthic lands. Many temples and tombs lie hidden in the undergrowth of this realm. Yoshtar, the capital, is one of the planet's largest ocean ports.

Some time later, the humans of a mediterranean area created a stable region with recognized borders. In the year 2212, the realm of Burdoth was established. This nation's capital was "Khaun-Ghaus," a city with a population of thousands. Although Burdoth's borders extended into basically barren lands, there were those tribes and villages of non-humans that were dislodged. The "Crugar," an intelligent race with an ancestory linked to the cat family of Earth, were enslaved and their homes destroyed. Burdoth was to not to be the realm of wild mutates.

For several centuries, Khaun-Ghaus thrived. But as Burdoth prospered, eyes from the north silently planned their revenge. Whether the Crugar wanted control of Burdoth or simply to see it burn is a matter of historical interpretation; in 2236, a Crugar army thousands strong was launched from a region north-west of Burdoth (later to be named "Temauntro"). Khaun-Ghaus was taken in a week. All that remained was ash.

The Crugar forces proceeded east into the heartland of Burdoth; they laid waste to every large city in the realm. The men of Burdoth were taken uprepared by this war; any counter-attacks launched against their well prepared foes resulted in nothing better then humiliation.

Five months after the invasion, another army entered Burdoth. Consisting of Bronth warriors from the east, this army hunted down and exterminated the entire Crugar force. Within weeks, all of the Crugar had fled Burdoth or had been killed. The human realm was now in the hands of Bronth. Bogaudda, emperor in the east, was quite pleased with the newly occupied lands. Naming the new terratory "Crendor," he set his Bronth troops upon the task of rebuilding the wasted realm. Although not enslaved, the Humans of Ros Crendor were under a military dictatorship. The occupation was peaceful and for the most part, mutually cooperative. Humans were grateful that the Bronth, and not the Crugar, controlled their fate.

A great number of Bogaudda's troops were stationed in Crendor. This was to change quickly when, in 2248, Ros Crendor was invaded by a Ramian and Togar force from the north-east. The Bronth engaged in Crendor were pulled back into Ros Crendor to defend their capital, "Zarkendrough" (Zark-end-row).

2878.6 Second Crugar force lands around the southern tip of Drail. Their surprise attack was completely successful. They have taken over one fifth of Drail.

2879 A stalemate develops in western Drail between the Crugar, the Humans and the Pundits.

2880 Word reaches the poorly organized forces of Temauntro that Burdoth's borders are weakened by the reassignment of troops to Drail. Several large scale assaults are made on Burdoth in spite of the weak and starving conditions of the attackers.

2880.2 The Crugar attacks into Burdoth are doomed to immediate failure. Crugar casualties are staggering.

2880.7 Aided by even more men from Burdoth, the Crugar attackers are obliterated from Drail.

2882 The men of Burdoth leave Drail.

2900 Chaln Dolcha rises to power. A miserable, defeated race of Crugar let him foster their hopes of glory.

2905 Burdoth starts to worry about the new Crugar leader. Rumors of an invasion into Burdoth of over one million Crugar circulate.

2905.2 Crugar chanting is heard just outside of Burdoth. The fortifications protecting the borders are abandoned.

2905.3 Chaln Dolcha is assasinated by a pocnot agent of Burdoth.

2905.7 Without a leader, the Crugar generals bicker amongst themselves, destroying the unity that Chaln Dolcha created.

2906 The Crugar population again divides. All organization is lost. The humans of Burdoth return to their fortifications.

In a few short weeks the occupied lands had been returned to Human control. They were, once again, under the name "Burdoth." Troops were mustered from the newly built Burdothian capital, Ardoth. Volunteers forged on to Ros Crendor to aid the Bronth. With the help of humans and Woffen, the Bronth were able to drive the Ramian scourge from the Crendorian lands.

The Ramian invasion into Ros Crendor was launched from the large realm of Voligire. Its capital, Vinteer, is a large sea port full of sinister characters. Voligire had become a realm in 2245. The original perimeter was changed considerably when, in 2250, the Togar force aiding the Ramians pulled their troops out of Ros Crendor and returned to their mountain homeland. Records of the 2248 campaign suggest that the Togar troops were used by the Ramian high command as pawns. Alone, the Ramian had no chance of succeeding in their attack.

The Togar withdrew to their well defended Sharden borders and proclaimed their independence from the Voligire realm. They named their captial "Dencroe." Bronth hatred of Togar eased over time, but the two races have never allied.

With the war over, humans of the reborn Burdoth built a line of fortresses along the Crugar's Temauntro border. Human intervention in the war against the Bronth made the two races permanant allies. Much of Bronth culture had seeped into Burdoth during the period of Crendorian occupation. This helped bring the two nations closer together in language, music, religion,and archicture.

The next several centuries saw the emergence of many new realms. In 2817, the highly forrested Drail region was recognized to be under Pundit rule. Drail has changed little even as of 3500 P.C.

Temauntro, land base for the Crugar invasion into Burdoth, has never been able to maintain a lasting rule. As of 3500 P.C., only small areas of Temauntro are controlled.

7120 TIME LINE OF PLANETARY HISTORY: YEAR 0 TO 2906 P.C.

YEAR: EVENT:

0 OR 2140 Earth meets its end.

1874 Ros Crendor, capital Zarkendrough, organizes borders.

1937 Lundere, capital Yoshtar, creates borders.

2212 Burdoth, capital Khaun Gauss, is formed.

2236 Crugar invasion from Temauntro into Burdoth is launched. Khaun Gauss is destroyed and Burdoth defeated.

2236.5 Bronth army arrives.

2236.9 All Crugar exterminated from Burdoth.

2236.9 Burdoth renamed "Crendor" by Bogaudda, bronth Emperor of Ros Crendor.

2245 Voligire, capital Vinteer, becomes a realm.

2248 Ramian and Togar invasion into Ros Crendor is launched. Bronth are taken completely by surprise in their Eastern territories.

2248.2 Bronth leave Crendor (old Burdoth) to save their homeland.

2248.2 Woffen of Lundere travel to Ros Crendor to help the bronth.

2248.3 Burdoth again independent. Human army travels to Ros Crendor to help the Bronth.

2251.6 An army of one hundred thousand Humans, Caji and Boccord travel to Ros Crendor to help defeat the Ramian of Voligire.

2250 The Togar pull out of the Ramian attack on Ros Crendor and settle in the mountains. They form the realm of Sharden, capital Dencroe.

2251 War in Ros Crendor Stalemates.

2253 The humans of Burdoth, Bronth of Ros Crendor, and the Woffen of Lundere are triumphant over the Ramians.

2253.7 Leaders of the three center realms meet in the rebuilt Zarkendrough to discuss alliance treaties.

2254.5 Humans in Burdoth start building a string of fortifications on the Burdoth-Temauntro border. One fortification every 40km. Each fortification holds between 100 and 1000 Humans, Caji, and Boccord.

2256.1 Burdoth finishes the fortifications.

2817 Drail, capital Bauthitt, is recognized as a Pundit realm.

2821 Burdoth severs all trading with Temauntro and begins relations with Drail.

2827.6 Chaln Dolcha, future lord over the Crugar of Temauntro is born.

2835 The Crugar of Temauntro suffer severe hardship. Three years of drought paired with severed trade lines from Burdoth cause starvation.

2878 A poorly organized Crugar force sails to Drail in hopes of punishing the realm that has caused them so much anguish.

2878.3 The first Crugar force lands at the western tip of Drail. Pundit are able to hold them off until a second Crugar army sails around the southern tip of Drail to make a surprise attack.

2878.5 Humans from Burdoth travel south to aid Drail.

2878.6 Second Crugar force lands around the southern tip of Drail. Their surprise attack was completely successful. They have taken over one fifth of Drail.

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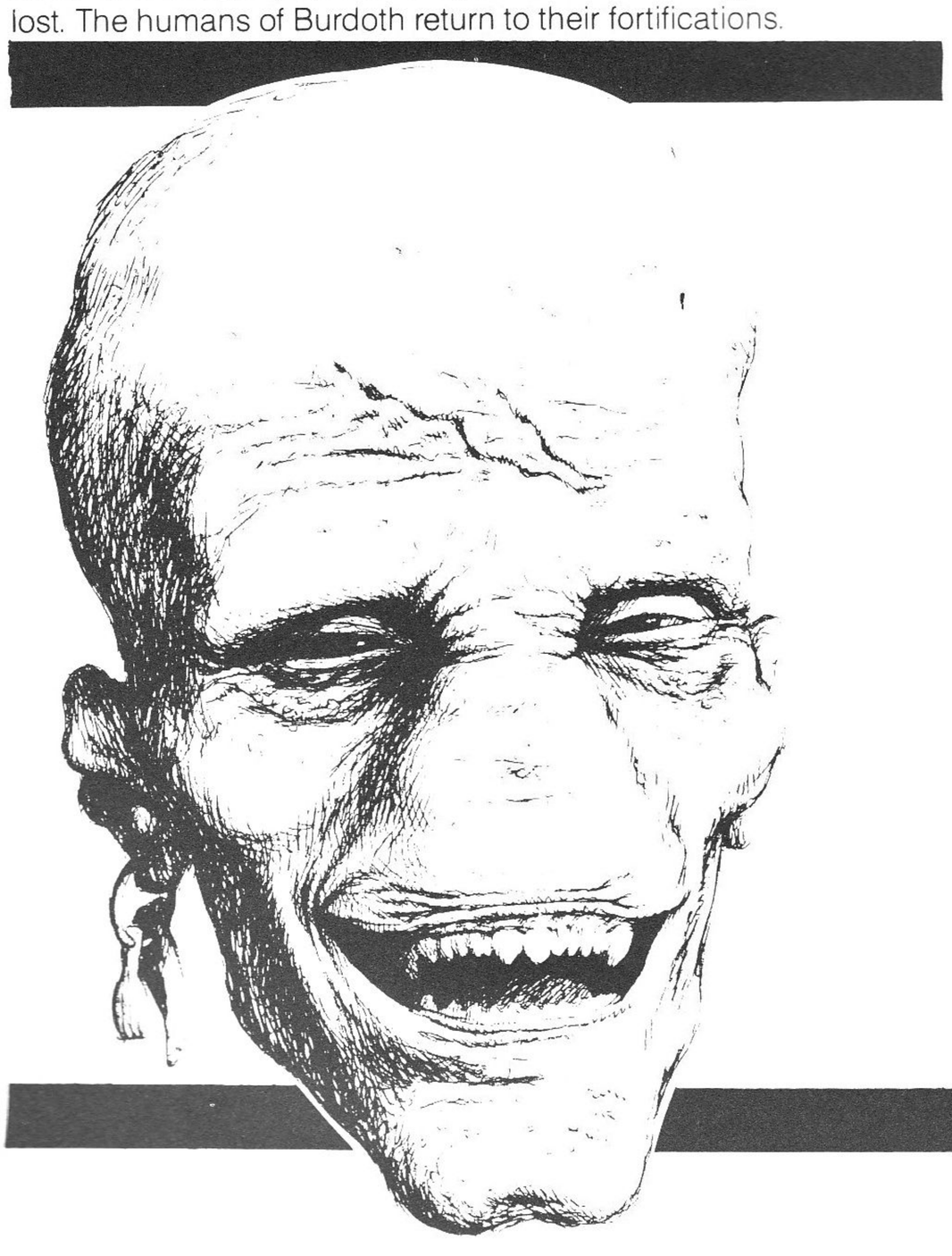


7200 MOONS OF JORUNE

7210 **SHAL**
7220 **EBBA**
7230 **DU**
7240 **GOBEY**
7250 **DESTI**
7260 **LAUNTRA**
7270 **TRA**

7210 SHAL

Shal is a medium sized green moon, elegant and pristine. Shal's orbit is more rapid than any of the other JORUNE moons.

7220 EBBA

This **JORUNE** moon is almost void of atmosphere. It is close enough to **JORUNE** for its cratered surface to be clearly visible. Much of the Shanthic mythology centers around this moon's detailed surface.

7230 DU

The Du moon is quite large. Its surface area is covered by bright red and blue swirling clouds.

7240 GOBEY

This orange moon orbits **JORUNE** in a highly elliptical orbit that alters drastically with the seasons.

7250 DESTI

This swirling red giant of a moon is the violent inspiration of the Ca-Desti Shanthas.

7260 LAUNTRA

The Launtra moon has a reflective, golden atmosphere. Even when not directly reflecting the Nengle sun's luminescence, Launtra can be clearly seen. Launtra is the Shanthic symbol of nature. Its sculpted surface suggests many shapes. Much as clouds are "read", the Shanthas believe that the Launtra moon formations hold answers to life's questions. Small children of many **JORUNE** cultures are told that they come from Launtra.

7270 TRA

The appearance of the Tra moon is in a contant state of flux. Its colors change radically on a regular basis. Even its surface formations are impermanent. The Ca-Tra Shanthas believe that interpretations of this moon's surface, alligned with certain other events of meteorlogical signficance, are clues to the future.

7300 TERRAIN TYPES

7310 **GRASSLANDS**
7320 **LIGHT FOREST**
7330 **HEAVY FOREST**
7340 **SWAMP**
7350 **JUNGLE**
7360 **DESERT**
7370 **MOUNTAINS**
7380 **WARPS**

7310 GRASSLANDS

JORUNE grasslands are open praries and rolling hills.

7320 LIGHT FOREST

The **JORUNE** light forests are habitat to myriad forms of life. Some sunlight is blocked in light forest, but lush, green vegetation abounds.

7330 HEAVY FOREST

Characters will be hard pressed to do any extensive travel through heavy forest. Speed is severely reduced by a bright green maze of overgrowth. Gnarly, vine laden trees heavily filter the natural sunlight. Characters often become lost in this terrain, travelling in circles. Finding a way out of heavy forest is an effort unto itself.

7340 SWAMP

The greenish glow of swamp lands can be seen a good distance away. Swamp bogs and marshes are dangerous for those unable to swim. Blount, Acubon, and Farg are swamp dwellers.

7350 JUNGLE

The jungles of **JORUNE** are deadly. Shortcuts through jungled areas often mean permanent stays. The hazards of this terrain cannot be understated. Predatory life abounds.

7360 DESERT

The deserts of **JORUNE** are both sand dunes and open flat-land. Deserts tend to be hot during the day, but cold at night. Most of the creatures which live in the desert have special water gathering abilities. Characters traveling through this type of terrain should be sure to carry enough water for several days travel. Thombos can survive for 7 days without water.

7370 MOUNTAINS

The **JORUNE** mountain ranges extend 2000 feet above sea level for each tier. Humanoid creatures can breath air up to 10000 feet without needing any form of support. Above this height, a "breather" is required.

7380 WARPS

7381 **Clear Warps**
7382 **Dark Warps**
7383 **Roving Warps**

Warps are cylindrical doorways that connect places together. Once created, warps become passable for only a few seconds at a time. Warps look like 4-meter tall cylinders filled with another location. Every location on the surface of the planet is *mapped* to another location. If energy is expended in creating a warp (by Caji or by crystal), the connection between the two points becomes visible Warps created one after another at the same location will connect to the same destination. An error in laying a warp by just a few feet could alter the destination location by many, many miles. Warps are viable only in air (no underwater warps exist). Both sides of a warp are usually similar in altitude, although there are exceptions.

By looking through warps, characters can see the other side. By walking around a warp, a 360 degree inspection of its other side is visible. Some warps exist naturally; others are created by life forms, and even by white crystals. Using their "Cle-eshtas," Shanthas are able to alter the universe's predetermined warp mappings.

Warps support two-way travel; one need merely to step through the interface between the two locations. Most warps are temporary; they will fall soon after creation. Some locations (considered highly defensible) are mapped to nearby places such that if a warp was to be created, the other side of it might be close enough to see. Often, Shanthic temples (as well as some citadels in capital cities) are constructed around this phenomenon. Shanthas are hesitant about sharing their knowledge of warps. Only a few Wallusk Iscin (scientists) have studied the science of Shanthic warps.

7381 Clear Warps

These are the most common of the warp types. Any warp created by a Caji will be a clear warp. Those created by crystals are usually clear. Clear warps give the warp a clear view of the warp destination sight.

7382 Dark Warps

Dark warps are similar to warps except that they lack translucency. These warps will pull objects in to them with a Strength of 50. Creatures less than this Strength will be pulled helplessly. Upon reaching the other side, the character will be projected at a high speed.

7383 Roving Warps

Narpis (see chapter 3, section 1400.15 for details) are capable of sending roving warps from their bodies. Occasionally one of these warps will continue traveling a great distance. If a character happens to be standing in the path of a roving warp when it passes through, he or she will be instantly transported to the destination sight. Roving warps usually travel 20 meters per round. This form of warp is extremely rare.

7400 WEATHER & SEASONS

7410 **SEASONS ON JORUNE**
7420 **WEATHER TYPES**

7410 SEASONS ON JORUNE

The four **JORUNE** seasons are (modify weather rolls as shown):

Eris:Spring	(SUBTRACT 1)
Mullin:Summer	(NO CHANGES)
Auss:Fall	(ADD 1)
Crith:Winter	(ADD 2)

When rolling for weather (tables in chapter 2, section 1100), add one point for die rolls in Auss (Spring); subtract one from die rolls for the Eris (Summer); add two to rolls for the Mullin (Winter).

7420 WEATHER TYPES

The rain, fog, and clouds of **JORUNE** are much like those of Earth. Storm activity is however different. During intense electrical storms, Caji receive an additional 100 value points for each hour of the storm's duration. These extra energy points can leave the body in an hour as well. Creatures with mutations other than Caji will experience an increased ability with whatever their mutations are.

7500 ORGANIZED LIFE

7501 **Realm**
7502 **Territory or Region**
7503 **Citadel**
7504 **Town or City**
7505 **Tribe & Village**
7506 **Shanthic Runes**
7507 **Earth** RUIN**s (Othky)**
7508 **Roads**
7509 **Inclep**
7510 **Clep**

7501 Realm

A realm is a large area of defended land under some sort of central rule. Burdoth is a realm. Other major realms are: Drail, Lundere, Ros Crendor, Sharden, and Voligire.

7502 Territory or Region

A territory or region is a section of land inside a realm under a local rule.

7503 Citadel

A citadel is an enclosed area of a city. Citadels are heavily defended and contain treasures (art, material wealth, Emperor's chambers, etc.) of the city. Access to citadels is often restricted to characters of Drenn status or above.

7504 Town or City

Any group of creatures living together in populations over a few hundred constitute a town or city. There are dozens of towns in Burdoth alone; only those of most importance have been marked.

7505 Tribe or Village

Tribes are made up of nomadic people living off the land. Populations usually number less than a few hundred. Villages are commonly agricultural based groups isolated from the rest of Burdothian society. Tribes and villages may have customs differing greatly from those of Burdoth proper.

7506 Shanthic RUIN s

Small hollow circles on the Burdoth map indicate the presence of Shanthic ruins. Such regions sprawl out over miles of land. Discovering entrances to these underground fortresses is usually quite time consuming. Shanthic treasures are usually within, but nobody said that the ruins are void of Shantha.

7507 Earth RUINs (Othky)

Runes of Earth settlements are referred to as "Othky" (pronounced Auth-Kie) and are spread out over miles of terrain. Any tools or devices left in the open would long since have been taken from these sites.

7508 Roads

The dashed lines on the map represent the major roadways of Burdoth area. Assume all borders to have roads. Only "proper" roads are shown on the map, although travel is heavy along unmarked trails as well.

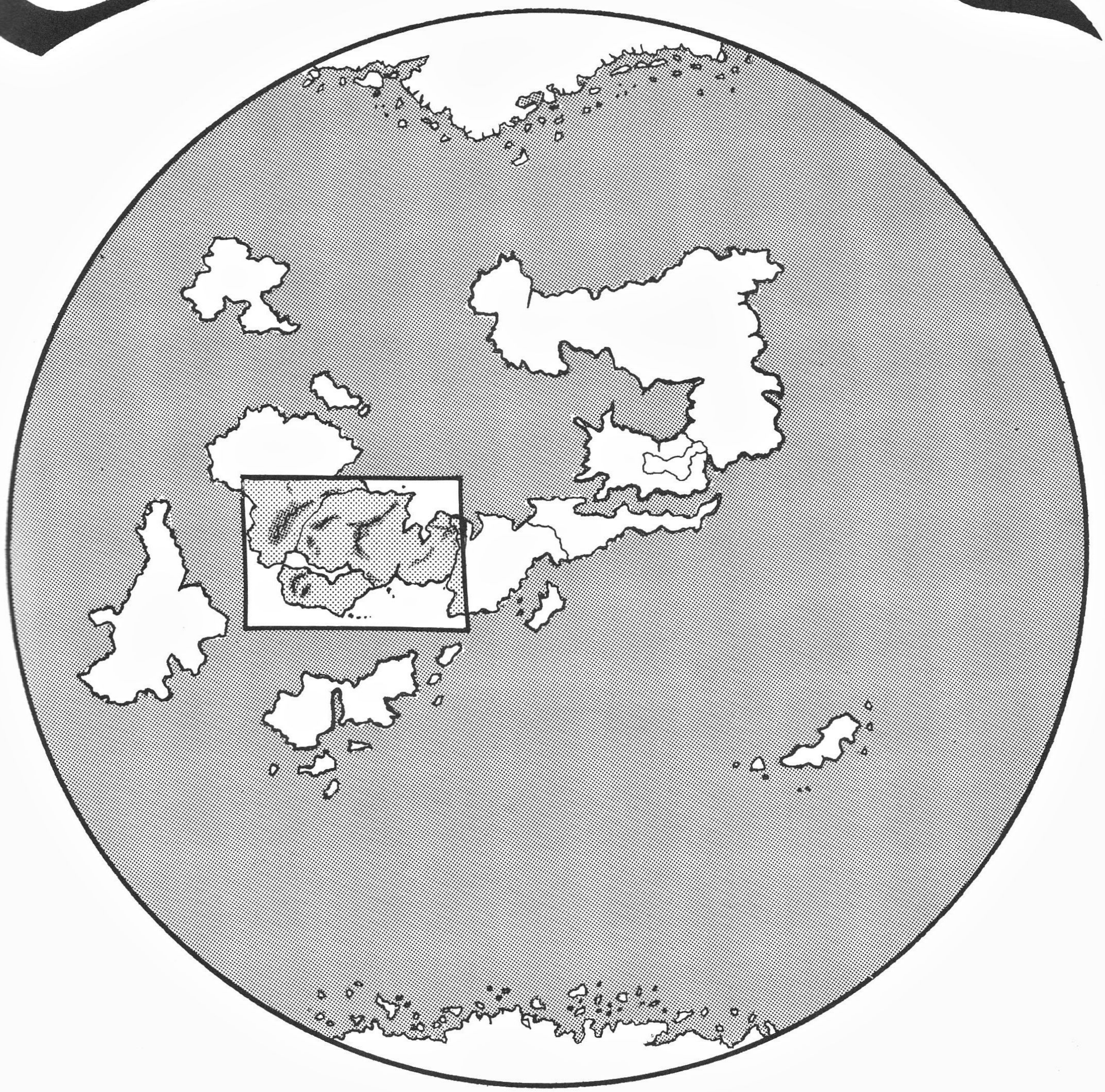
7509 Inclep

Incleps are common shops, or stores. Guards of some sort are usually present in these small, tented areas.

7510 Clep

A clep is an inn, a place to stay. Prices vary, but a nicely furnished clep often costs as much as 2 GL per night. For a stay of medium quality, characters should expect to pay about 5 GO per night. Low quality habitation can be rented for prices as low as 5 GU per night.

JORUNE



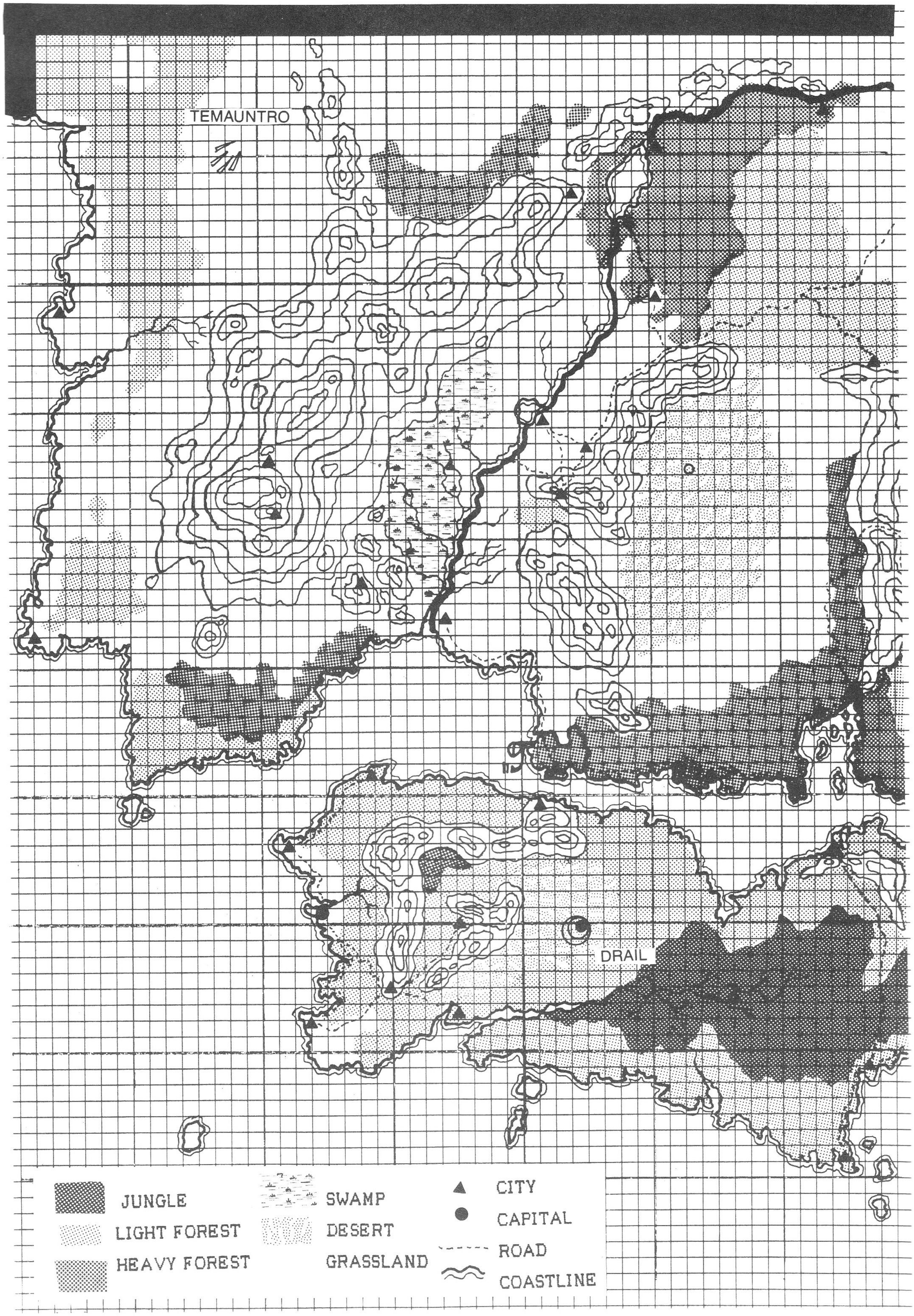
7100 JORUNE MAPS

There are three maps in this book: a **JORUNE** planet map, which shows the general outline of the continents, a two page map which depicts the realm Burdoth, and a one page version of the Burdoth map for players reference.

The **JORUNE** planetary map's scale takes planetary curvature into account; This map is of the "orange peel" variety that compensates for the spherical nature of the world.

JORUNE is slightly larger than Earth, with a circumference of 27,600 miles or 44000 kilometers. Although larger, **JORUNE'S** gravity is a few percent less than that of Earth due to its lack of heavy minerals. Most of the planet's surface is covered by salt water oceans. Heavy ice caps cover both the northern and southern poles.

JORUNE is heavily encrusted with crystals. The ambient energy that permeates all of **JORUNE** life. Mutations and warps are both caused by crystals. Shanthic culture has become extremely familiar with their powers.


TEMAUNTRO
DRAIL
JUNGLE
LIGHT FOREST
HEAVY FOREST
SWAMP
DESERT
GRASSLAND
CITY
CAPITAL
ROAD
COASTLINE
10
9
8
7
6
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4
3
2
1
A
B
C
D
E
F
G

BURDOTH

BURDOTH

ROS CRENDOR

MOUNTAINS
RIVER
BORDER
CRUGAR
TRARCH
THRIDDLE
BRONTH
PUNDIT
SHANTHIC RUINS
EARTH RUINS

H I J K L M N

7700 DETALIED DESCRIPTIONS

The attitude listing for each city is on a scale from 1 to 5. The number 1 represents a close knit society with an instinctive distrust of strangers. The other extreme is 5, where the society is very open, trusting and helpful.

7701 BURDOTH

Burdoth is home to many races. The Burdoth map depicts the realm as about 2100 miles or 3400 kilometers long. The heavily populated Burdoth region is populated by more different creatures than any other realm on **JORUNE**. Its capital, Ardoth, is located on the northen coast of the continent, on the southern most tip of the "Kidgis Sea." Burdoth borders Ros Crendor on its Eastern border (Realm of Bronth), Temauntro to its north (territory of Crugar), and Drail to its south west (Realm of Pundit).

The realm is ruled by a royal family headed by an Emperor. Burdoth is subdivided into a number of territories and regions; each of which is controlled by a Voric Lord and a council of Mor Lords. Doctrines vary from region to region and may effect travellers by means of "clech" (taxation), travel codes (parties greater than 10 members must have travelling plans approved), restricted regions, and other special concerns dealing with border areas. Creatures living in the different Burdoth territories may speak with local inflections, and often dress in different styles (long capes are popular in the region close to the Ros Crendor border, while fluted capes are common in the mountain region of central Burdoth).

Local customs will, of course vary, but the basic "yords" (laws) have a consistancy throughout Burdoth. Capital punishment is reserved for those who commit violent crimes. Those breaking local yords are often humiliated in public, or locked in confinement for a few days. A common Burdothian punishment is the "heris" treatement. More common in the North West of Burdoth, heris is a ritual of sending unweaponed criminals to walk past their victims. It is considered poor taste for the victim to injure or slay the "diyorda" (criminal), unless the crimes were of a serious magnitude. Thieves, or "Githerin," as they are called in Entren, are rarely treated in this way. The Burdothian society has come to accept this class of character for their benefical qualities. Githerin families provide the realm with much of its music, herbal specialties, and various "limilates" (drugs). Their cultural group is appreciated enough to make up for a few indiscretions within the yords of most regions.

7701 BURDOTH
7702 DRAIL
7703 LUNDERE
7704 ROS CRENDOR
7705 TEMAUNTRO
7706 VOLIGIRE

The four realms labled on the Burdoth map are described below. Following the realm name is a list of some of its more prominent towns and cities.

7701.01 ARDOTH (J6-77) ATTITUDE: 3

Ardoth is the capital city of Burdoth. Built in 2236 by Bronth and Humans, this city and citadel are home to over one hundred thousand residents. Ardoth's large capital contains most of the splendid collections of Jen Drallis, the Thriddle naturalist responsible for portraits and sketches of many of Burdoth's creatures. These pieces have long been displayed in the "Kesht Citadel Ko-clep" located in the North Eastern citadel of the Ardoth Visitor's chamber. The Ko-Clep is a "tourist attraction" visited by many travellers each year.

Ardoth is the biggest trade location on **JORUNE**. Most any object imaginable can be found somewhere within the city's confines. The citadel "Gilmis" is brightly decorated and easily enterable. Although weapons are permitted within Gilmis, heavy patrols keep violence to a minimum.

Although many characters decide to spend their lives perfecting a trade, some decide to become "Tothis" and journey out unto **JORUNE**, attempting the goal of achieving Drenn Status, and then possibly, Kesht. Player characters are assumed to have just decided to enter their Tothis. Characters are usually needed at home for the majority of their early years, preventing them from attempting Tothis before their twentieth year. It is common for characters to ask permission of their parents.

7702.01 BAUTHITT (C4-41) ATTITUDE: 3

The capital of Drail, Bauthitt, is a large city, populated by tens of thousands of Pundit. This city is by far the largest single group of these creatures on **JORUNE**. Bauthitt's trading patterns are heavily Burdoth oriented; Pundit prefer not to do business with Crugar whenever possible. The citadel of the capital has no walls, its perimiter is instead lined with Pundit. This "guard duty" is actually more of a social activity. Pundit stop all those who come and go for a bit of a chat. They are positioned so close together that they are able to spend their time playing games and talking. Although only a small portion of the population is engaged at this at any time, it is a service thoroughly enjoyed by the Pundit of Bauthitt.

7701.02 Brildis (L6-86) ATTITUDE: 4

This ocean port city has a large Bronth population. Brildis has no citadel; its major trading area is spread out over a large area. Music is a large part of the culture of Brildis. Thivin traders often play their instruments outside their incleps, hoping to lure characters in with their soft music. Much of the architectue of this city is Bronth.

7701.03 Heridoth (J10-44) ATTITUDE: 3

Heridoth is a large city on a medium sized island. Heavy limilate trade travels through Heridoth on its way to Ardoth. Some creatures make yearly pilgrimages to this island for the limilates alone. Other travel to Heridoth is recreational. The city's citadel is enshrined with beatiful slabs of polished stone and crystal. There are picturesque meadows and forests for Tothis who need a day off.

7701.04 **Irithydro** **(D8-32)** **ATTITUDE: 3**

Irithydro (pronounced Ear-ith-eye-dro) is a large city with a mixed population. The town's architecture is heavily red and gold colored, as are the uniforms worn by local patrols. Spirits run high in this port city. The citadel here is luxurious and meticulously clean. Littering is a crime that doesn't escape the eyes of the inhabitants here. Everyone in Irithydro speaks with a sort of Bronth accent. A few of their idioms have even become Bronth. For example, the most common greeting in this city is "Hesk?" which is a bronth idiom for "You know?"

7701.05 **Opea** **(N5-68)** **ATTITUDE: 2**

Opea (pronounced Oh-pay-a) is built into the side of its northern mountains. It is the major sea port for the sea of Nalgithyne. Opea's peoples include many Pundit and Thriddle. Strangers are not treated generously here. There is much hostility against Crugar in particular.

7701.06 **Tan-Iricid** **(J6-77)** **ATTITUDE: 5**

Tan-Iricid is the main city in the Thriddle terratory of southern Burdoth. Many characters are sent here when young to learn their various languages from Thriddle scholars. As Thriddle favor the color blue, much of the Tan-Iricid architecture is tinted for their tastes. Hostilities of any kind are rare here. The yords of this city are very relaxed, and patrols are very uncommon. There is, of course, a large Human population. Translations, background information, maps, and history are all available in the "Mountain Crown" of Tan-Icirid. This large complex of tunnels built into the side of a small mountain holds a complete set of all Thriddle knowledge. Information is easily researched, for a price.

7702 **DRAIL**

Drail is a realm located south-west of Burdoth. This isthmus is home to the Pundit race. Although heavily jungled and forested, major cities do exist. Drail's capital, Bauthitt, is located on the far western edge of the realm. It was only a few hundred years ago that Drail was explored in any detail. For millenium it was considered a large jungle, void of sentient beings. Since that time, the Pundit have built a few roads and export heavily to Burdoth (primarily throught the port town of OPEA). Pundit are not very class oriented, but they do respect keen eyesight, to the extent of creating a social structure based upon it.

7702.02 **Dan Driveon** **(N4-44)** **ATTITUDE: 4**

This Pundit city is heavily involved with crystals and limilates. They are both common in the open jungle covering much of middle Drail. The people in this city are friendly to strangers, but are strongly prejudiced against Trarch. Some evil character in their mythology was described much as a Trarch. They look away from the rare Trarch that they meet.

7703 **LUNDERE**

This Woffen-populated realm is in the old Shanthic lands, east of Ros Crendor. For this reason, the Ramian of Voligire will not enter it. This was the major reason for the Ros Crendor invasion of 2248 P.C. as opposed to a Lunderian one. The terrain in Lundere is mountainous; many ridges are completely impassable. The capital of Lundere, Yoshtar, is one of **JORUNE'S** largest ocean ports.

7705 **ROS CRENDOR**

This realm of Bronth borders the Burdoth's eastern edge. Travel across the border is relaxed. These two realms are close allies since the year of the Ramian invasion into this Ros Crendor. Ros Crendor's capital, Zarkendrough (pronounced Zark-end-row), is constructed in the Bronth style of tall architecture.

7704 **TEMAUNTRO**

This Crugar wilderness has never been under any sort of lasting organization. Politically incapable, Crugar are unable to gather strength for any period of time. Rich in crystals and limilate ingredients, Temauntro is a lush region, filled with a variety of terrain and creatures. The Pocnot race lays claim to a large portion of the Eastern edge of this region. Although they have not gone so far as to kill for this land, Pocnot often speak of their impatience with the Crugar. It is rumored that these small creatures will someday bring bloodshed to the wilderness. The many mountains of Temauntro are too high for most creatures to reach without an Earth device called a "breather." Crugar on the other hand, are more than able to cope with the thin air at 14,000 feet.

7704.01 **Chaln Imagri** **(N4-44)** **ATTITUDE: 1**

This city is a stunning display of the usually meager Crugar cooperation. This clean,well organized city is the region's major sea port. Although few creatures wish to trade with Crugar, Crugar are more than willing to trade with them. On their Salu ships, the Crugar travel the ocean lanes, sailing from port to port in an attempt to sell their goods. Chaln Imagri is named after "Chaln Docha" the most famous Crugar leader. His name is a holy word in this city, not to be used in conjunction with anything bad.

7706 **VOLIGIRE**

The realm of Ramian is located just north of Lundere, the Woffen realm. Its capital, Vinteer, is a clot of the worst that Ramian have to offer. Although other creatures are not treated with immediate hostility, Ramian care little for the ways of others. Large Ramian naval fleets often practice off of the coastline of Voligire. Coastal realms often wonder what plans of invasion the Ramian might be cooking up.

CHAPTER 2: PLAY

1000 **DAILY EVENTS**
2000 **WILDERNESS ENCOUNTERS**
3000 **TOWN ENCOUNTERS**
4000 **EXPERIENCE POINTS**
5000 **COMBAT**

1000 DAILY EVENTS

1100 WEATHER
1200 TRAVEL
1300 HEALING LOST HIT POINTS

The general flow of this section is:

1. Roll for the next day's weather.
2. Determine the player's new location on the Burdoth map.
3. If the players are at sea, ocean travel and encounter tables are used.
4. Players roll to determine how many hit points they heal.
5. Wilderness encounters are rolled for players in the wild.
6. Town encounters are rolled for players in towns.
7. The details of encounters are rolled (section 3.1000).
8. The referee describes an encounter.
9. If combat occurs, the combat section is used.

1000 DAILY EVENTS

1100 WEATHER
1200 TRAVEL
1300 HEALING LOST HPTS

1100 WEATHER

1110 ROLLING WEATHER
1120 EXMPL ROLLING WEATHER

1110 ROLLING WEATHER

Determine what terrain and weather the players will start with before going further.

(1) Find the table below which is for the terrain that the players are in.
(2) Roll a D20.
(3) Find the column of the current weather.
(4) Determine the new weather (for the next day) by moving down the current weather column until the roll of the D20 fits. The new weather is listed to the left.
(5) Most weather types are checked for once a day. A die roll must be made in the case of clear weather to determine how long it lasts.
(6) Go back to step (3) and repeat until the weather is rolled for a month or so.

Note: If the players change terrain (say from forest to mountain) then a different weather table must be used. Go back to step (1)

T1110 FOREST AND GRASSLAND WEATHER

NEW WEATHER	DAYS	CURRENT WEATHER: CLEAR	CLOUDS	FOG	RAIN	STORM
CLEAR	D20	1-5	1-7	1-8	1-3	1
CLOUDS	1	6-18	8-14	9-16	4-5	2-5
FOG	1	19-20	15-16	17-18	6	6
RAIN	1	-	17-19	19-20	7-15	7-15
STORM	1	-	20	-	16-20	16-20

T1110 JUNGLE WEATHER

NEW WEATHER	DAYS	CURRENT WEATHER: CLEAR	CLOUDS	FOG	RAIN	STORM
CLEAR	D20	1-5	1-5	1-4	1-7	1-3
CLOUDS	1	6-17	6-12	5	8-12	4-7
FOG	1	18	13	6-15	13	8
RAIN	1	19	14-17	16-18	14-18	9-16
STORM	1	20	18-20	19-20	19-20	17-20

T1110 MOUNTAIN WEATHER

NEW WEATHER	DAYS	CURRENT WEATHER: CLEAR	CLOUDS	FOG	RAIN	STORM
CLEAR	D20	1-5	1-4	1-4	1-2	1
CLOUDS	1	6-14	5-10	5-7	3-4	2-3
FOG	1	15-19	11-17	8-17	5-14	4-12
RAIN	1	20	18-20	18-20	15-18	13-18
STORM	1	-	-	-	19-20	19-20

T1110 SWAMP WEATHER

NEW WEATHER	DAYS	CURRENT WEATHER: CLEAR	CLOUDS	FOG	RAIN	STORM
CLEAR	D6	1-5	1-6	1-3	1-2	1
CLOUDS	1	6-12	7	4-6	3-7	2-4
FOG	1	13-17	8-12	7-17	8-13	5-7
RAIN	1	18-20	13-20	18-20	14-19	8-17
STORM	1	-	-	-	20	18-20

T1110 DESERT WEATHER

NEW WEATHER	DAYS	CURRENT WEATHER: CLEAR	CLOUDS	SAND	RAIN	STORM
CLEAR	D40	1-5	1-13	1-4	1-15	1-16
CLOUDS	1	6-17	14	5	16-18	17-18
SAND	1	18	15	6-19	-	-
RAIN	1	19	16-18	20	19	19
STORM	1	20	19-20	-	20	20

1120 WEATHER EXAMPLE

T1120 EXAMPLE OF WEATHER

ROLL	WEATHER:	DURATION:	DAYS OF THIS WEATHER:
4	CLEAR	D20 ROLLS 7	1-7
13	CLOUDS	1 DAY	8
2	CLEAR	D20 ROLLS 4	9-12
19	FOG	1 DAY	13
12	CLOUDS	1 DAY	14
20	STORM	1 DAY	15
14	RAIN	1 DAY	16
8	RAIN	1 DAY	17
2	CLEAR	D20 ROLLS 17	18-34

The result of these sample weather rolls is that there is clear weather for the first 7 days. Skies are cloudy on the 8th day. Clear weather returns for days 9 through 12. Day 13 is foggy. Day 14 is cloudy. On day 15 a large storm brings heavy rain and electrical activity. The storm turns into a simple thundershower on the 16th and 17th days. Days 18 through 34 are clear.

1200 TRAVEL

1210 **NON-MOUNTED MOVEMENT**
1220 **MOUNTED MOVEMENT**
1230 **ROUGH TERRAIN**
1240 **LIMITS DUE TO WEATHER**

1210 NON-MOUNTED

Non-mounted movement, or foot travel, proceeds at a rate of 5 to 6 kilometers/hour. The referee may slow the party down if members are injured, if the characters are heavily encumbered or if one of the characters is inherently slow, such as a Caji with Shell.

1220 MOUNTED MOVEMENT

1221 **Thombo**
1222 **Bochigon**
1223 **Talmaron**
1221 **Thombo**

The thombo does well as a riding creature. They move at about 12.5 miles/hour or 20 kilometers/hour and can travel for periods up to six hours a day. The rate of 20 kilometers/hour is about 10 meters/round. At maximum thombos can attain a speed of 30 meters/round. When staying in towns, arrangements must be made for thombos, unless of course players wish to share their rooms with one of these mammoths!

1222 Bochigon

This riding creature is a tremendous beast, capable of carrying enormous payloads. Bochigon travel at 30 kilometers/hour, which approximates 15 meters/round. At top speed they can travel no better than 25 meters/round. Bochigon are able to travel for periods up to 8 hours a day.

1223 Talmaron

Talmarons are giant winged creatures that can carry a rider and belongings. They are capable of cruising at speeds of 25 miles/hour or 40 kilometers/hour, for periods up to six hours a day.

1230 ROUGH TERRAIN

T1230 MOVEMENT DUE TO ROUGH TERRAIN

TRAVEL BY:	NEW WEATHER: ROAD	FRST	GRS	SWMP	JNGL	MNT	DSRT
FOOT	NC	SP/2	NC	SP/4	SP/3	SP/2	SP/4
THOMBO	NC	SP/2	NC	SP/4	SP/3	SP/2	SP/3
BCHGON	NC	SP/2	NC	SP/4	SP/4	SP/2	SP/2
TLMRON	NC	NC	NC	NC	NC	NC	NC

NC=NO CHANGE IN SPEED SP/N=SPEED DIVIDED BY N
ROAD SUPERCEEDS ANY OTHER TERRAIN TYPE

These speed modifiers do not effect the maximum speed that a character can run during combat. The reduction in speed exists because certain sections of the terrain may be impassible and require the party to back around them.

Mountain travel is cut in half for each level of the mountain the party travels. Thus, if the party was on the **third** tier, travel would be cut to 1/8th of normal, because (1/2)x(1/2)x(1/2)=(1/8).

1240 WEATHER RESTRICTIONS

T1240 MOVEMENT RESTRICTIONS DUE TO WEATHER

TRAVEL BY:	NEW WEATHER: WALKING	THOMBO	BOCHIGON	TALMARON
CLEAR	NC	NC	NC	NC
CLOUDS	NC	NC	NC	NC
FOG	NC	NC	NC	:
SAND	SP/6	SP/4	SP/4	:
RAIN	SP/2	SP/2	SP/2	SP/3
STORM	SP/3	SP/3	SP/2	:

NC=NO CHANGE SP/N = SPEED DIVIDED BY N
: = CAN'T FLY IN THAT TYPE OF WEATHER

1300 HEALING LOST HIT POINTS

As each day passes, injured characters will heal. The number of points that each player or creature reagains over a 24 hour period is determined by their recoveries and are listed on table 1.5613.00. Lost limbs do not grow back.

2000 WILDERNESS ENCOUNTERS

2100 INTELLIGENT ENCS
2200 WILD-INTELLIGENT ENCOUNTERS
2300 NON-INTELLIGENT ENCS

When players travel through woods or mountains or any other sort of non-town terrain the referee can use this section to generate the encounters that the players will have. Section 3000 contains the information for rolling up encounters or events occuring in towns or cities.

The procedure is:

1. Find the column which shows the terrain the players are in.
2. The number listed as /DAY is the maximum number of encounters per day for that terrain.
3. Roll a D20 once for the number of times a day listed.
4. NONE=No encounter. INT=Intelligent encounter. WINT=Wild intelligent encounter. NINT=Non-intelligent encounter.

T2000 WILDERNESS ENCOUNTERS

ENC TYPE:	ROAD 3/DAY	FRST 3/DAY	GRASS 3/DAY	SWAMP 5/DAY	JNGL 3/DAY	MNT 2/DAY	DSRT 1/DAY
NONE	1-13	1-14	1-14	1-15	1-10	1-15	1-17
INT	14-18	15-16	15-16	16-17	11	11	18
WINT	19	17-18	17-18	18-19	12-15	17-18	19
NINT	20	19-20	19-20	20	16-20	19-20	20

TIME OF DAY: ROLL A D6 FOR EACH ENCOUNTER
1=EARLY MORNING 2=MORNING 3=NOON
4=EARLY AFTERNOON 5=LATE AFTERNOON 6=NIGHT-TIME ENCNTR

If a party is traveling through forest on a road, use road; in all other cases, use the terrain they are traveling through.

To determine the specifics of an encounter, see:
2100 for intelligent encounters
2200 for wild-intelligent encounters
2300 for non-intelligent encounters

Go to 3.1000 for details on each individual creature.

2100 INTELLIGENT ENCOUNTERS

2110 **SIZE**
2120 **GROUP TYPE**
2130 **GENERATING MEMBERS**
2140 **POSITION**
2150 **SURPRISE**
2160 **PRE-ENCOUNTER**
2170 **RESPONSE**

The encounters generated in this section consist of creatures that can communicate. The steps to be taken when an intelligent encounter is rolled are:

1. Follow these guidelines to the end of section 2100.
2. Get information about each individual creature in section 1.1100.
3. Decide how you will deal with the different possibilities.

2110 SIZE OF A PARTY

The following steps determine the size of the encountered party.

1. Add up the PVC (Party Value Contribution points) for each member of the party.
2. Find the PVC index on the table below.
3. Roll a D6, adding the PVC index to it. Rolls higher than 6 are 6. This gives the Size of the encounter.

Note: It is important to understand that size is not the number of creatures in the encountered party, it is a measure of how large that party is on a scale of 1 to 6.

T2110 SIZE INDEX AND SIZE OF AN ENCOUTER

TOTAL PVC:	SIZE INDEX:	D6 ROLL:	SIZE ROLL:
1-20	+0	1	1
21-60	+1	2	D2
61-200	+2	3	D3
201-1000	+3	4	D4
1001-2000	+4	5	D5
2000&UP	+5	6	D6

2120 GROUP TYPE

To determine the type of group encountered:

1. Roll a D20. Move down the table until the roll fits.
2. Read the description of the encountered group.
3. Go to section 2130 to roll up the members.

T2120 GROUP TYPE

ROLL:	GROUP TYPE:	SECTION:	ROLL:	GROUP TYPE:	SECTION:
1	BEASTERS	2120.01	10-11	ROGUES	2120.07
2	ISCIN	2120.02	12	SLAVERS	2120.08
3	KESHT	2120.03	13-16	TAUTHER	2120.09
4-5	MERCEN	2120.04	17-18	TRADERS	2120.10
6-7	NOMANDS	2120.05	19	TRANSPORT	2120.11
8-9	PATROLS	2120.06	20	TROOPS	2120.12

For example, if the D20 rolled yielded a 20, then the group of intelligent creatures encountered would be troops. The number to the right of troops indicates that more information about this encounter type can be found in section 2120.12.

2120.01 Beasters

Beasters are groups of characters that capture non-intelligent creatures for sale as pets, edible delicacies, beasts of burden, for exibit and to generally make the woods safer for everyone. Beasters have one chance in three of having already captured a creature when the player characters encounter them. To determine the type of non-intelligent creature captured, see the random creature selection tables in section 2200.00. Disregard any unlikely creatures. For example, beasters will nevery be dragging mandare or Dhar Corondan from place to place.

2120.02 Iscin

Iscin characters found wandering the roads and valleys of Burdoth are often investigating something of interest. Randomly generate the Iscin's specific skills and interests. These characters are usually friendly. They are often interested in talking about their interests with other creatures.

2120.03 Kesht

Kesht are usually rich, traveling from place to place for enjoyment, political neccessity or by order. Characters of such importance are sometimes guarded. Other parties will often be told to keep their distance. Scouts may be sent to scour the areas ahead of the party to make sure that the passengers are not inconvenienced in any way. Rogues enjoy preying upon groups such as these.

To determine how important a Kesht is, roll 3D6; the higher the roll, the more important that creature is. Don't get too carried away with the rolls generated using this method. Even rolls of 18 don't indicate that the most important royal Burdothian figure is passing through.

To determine the purpose of the Kesht travel, index the roll of a D20 on the table below.

T2120.03 ROLLING FOR PURPOSE OF KESHT

ROLL	PURPOSE:
1-5	TRAVELING FOR PLEASURE
6-15	TRAVELING TO MEET WITH SOMEONE
16-18	LAND OWNER INSPECTING HIS TERRITORY
19-20	SECRET ASSIGNMENT

2120.04 Merceneries

Merceneries are characters who wish to hire themselves out for pay. They are not interested in a split of the treasure, or participation in the politics of a campaign. A mercenery states his price per day, or per objective. Pay is usually requested in advance. Merceneries are loyal to those paying them. However, if a better offer should arise, the hired help might leave without word. Merceneries are fighters and archers; they may on occasion, know the techniques of Shanthic Combat.

Merceneries are excellent at following orders. They fight intelligently and without concern for the morals of the situation they are in.

2120.05 Nomads

Nomads are wanderers who live off the land. Many nomads enjoy their simple existances. However, some nomads have been displaced from their homes and now travel the land in search of a place to live.

Nomads are rarely hostile; however, newcomers will be swamped by question askers. "Where is fresh water?" "Are we far from a village?" and "Would you like to trade something for that thombo of yours?" are typical. The wise will learn not to linger too long in areas of these characters. Being accepted into a nomadic tribe usually denotes donating all of one's worldly goods.

2120.06 Patrols

2120.06(A) **LOCAL PATROLS**
2120.06(C) **BORDER PATROLS**
2120.06(B) **IMPERIAL PATROLS**

A patrol is a group of armed creatures that protects an area or a border. There are three types of patrols, local patrols, imperial patrols and border patrols. Each type of patrol is described below. To determine which type of patrol is encountered, roll a D6. If the player characters are far away from any borders, then a roll of 1-4 indicates a local patrol and a roll of 5-6 indicates an imperial patrol. Near borders, interpret the roll of the D6 differently; a roll of 1-2 indicates a border patrol, 3-4 is a local patrol and 5-6 is an imperial patrol.

2120.06(A) **Local Patrols**

Local patrols are much like todays police, but under the laws of most realms, potential criminals are not read their rights, defense lawyers are not provided and bail is not an option for the jailed. Local patrols will not wander further than 10 km from their respective towns. Local patrols are often unfriendly to strangers. They will provide little or no help to the occasional adventurer.

2120.06(B) **Imperial Patrols**

Imperial patrols are troops sent by the emperor of each realm to keep the peace in a region. All patrol members ride thombos if possible. The average thombo can carry only creatures with as many as 75 constitution points. Larger thombos are usually available for larger size patrol members. In addition to their leaders, patrols will have subordinate leaders, referred to as "Sub Lead" on tables referring to patrol members. Imperial patrols will not hinder characters unless they are involved in some form of wrong-doing. Attitudes of patrols will vary from realm to realm, but they are generally helpful to strangers.

2120.06(C) **Border Patrols**

Border patrols are hired by the imperium to alert the realm against invasions. Border patrols will turn away non aligned creatures at the border. Border patrols can sometimes be bribed into passing in undesirables. Border patrols will check citizenship papers of all those that they meet. On occasion, only citizens of given realm are allowed to enter.

2120.07 **Rogues**

Rogues are groups of creatures similar in all respects to adventurers except that they prowl about seeking to rob passers-by of their goods. Rogues will avoid parties too large to hack easily. If possible, they will attack to subdue and not to kill. Ambushed victims who drop their weapons have a good chance of living. Rogues will either ambush their victims or they will trick unsuspecting parties into ambushed terrain.

2120.08 **Slavers**

Slavers are groups of characters who capture and sell other intelligent creatures. To control their captives, slavers use the harness limilate. Slavers will usually capture races other than their own. For example, human slavers will take crugar captives before they would consider capturing other humans.

Slaver parties travel throughout the land in search of intelligent creatures that stray too far from protection. Slavers will either attack outright or they will attempt to trick their victims into believing that they are traders or lost strangers, etc. Either way, slavers will attack with weapons that do more psud damage than hit point damage. After knocking a creature unconscious, they will feed it a harness limilate so that upon awakening, the creature's spirit will be broken. For a description of harness, see 3.3542.05.

2120.09 **Tauther**

Tauther (from Toth) are characters who travel, explore, travel overland, etc. Player characters are usually considered Tauther by Burdothian standards. Players often team up with other Tauther they meet.

2120.10 **Traders**

Traders are kind, warm people that will bend over backwards to take a character's money. Traders wander around from realm to realm and therefore have no specific destination; although, depending upon where traders are encountered, they may be carrying different goods. Traders found near the Temauntro border should have a better chance of having limilates for sale, etc. The more desolate the location the higher their prices will be. One hundred kilometers from the nearest town there are few options for buying.

When determining the race of traders encountered, roll a D6. If a 1-4 is rolled then the traders will all be Thivins, (Thivins are a race of creature better suited to trading than any other profession; (see section 3.1100.2j for details). If a 5-6 is rolled then proceed with the race generation as usual,

2120.11 **Transports**

2120.11(A) TYPES OF TRNSPTS
2120.11(B) CARGOS CARRIED

Transports are parties carrying valuables from place to place. Only the largest transport parties will have advanced scouts—talmarons with riders. Transports usually travel on roads; however, they will enter the wilderness to avoid danger. The referee should randomly determine the intended destination of the transport, and if desired, where it originated from. Transports are often hostile to strangers, because their cargoes make them attractive to rogues.

2120.11(A) **Types of Transports**

2120.11(A1) PERSONAL TRNSPTS
2120.11(A2) MERCH TRNSPTS
2120.11(A3) IMPERIAL TRNSPTS

2120.11(A1) **Personal Transports**

Personal transports are usually hired by a rich lord to tranports personal goods from one location to another. The goods will often be a mixed lot of junk, furniture and place settings. Rarely will valuables be included in the cargo of a personal transport.

2120.11(A2) **Merchandising Transports**

These groups will either be moving from town to town, trying to hit the best business, or traveling from afar with rare goods. A roll of 6 on a D6 indicates a party with rare goods. A roll of 1-5 will dictate a mundane merchandising tranport.

2120.11(A3) **Imperial Transports**

Imperial transports will be carrying anything from royal furniture to shanthic blades.
(TS441.31).

2120.12 **Troops**

Squads are sent from Burdoth on various assignments. They are often sent into secure areas or to clear lands. The following table indicates the number of squads, not the number of creatures encountered.

Note: The rolls listed below determine the number of squads, not the number of creatures encountered.

To determine the number of creatures in a squad, roll D6+6. Thus, the smallest squad has seven members, the largest has 12 members.

To determine the purpose of a troop encounter, index the roll of a D20 below.

T2120.12 PURPOSE OF TROOPS

ROLL:	PURPOSE:
1-3	WAIT FOR FURTHER INSTRUCTIONS FROM ARDOTH
4-10	STOP AND INTERROGATE PASSERSBY
11-13	STATIONED HERE TO PREVENT TROUBLE
14	ON RAIDING PARTY
15-17	ON BOUNTY PARTY TO DESTROY SOME FORM OF LIFE
18-20	SENT ON SECRET MISSION

2130 GENERATING MEMBERS

Once the specifics of the encountered party have been read, the members of the party must be generated. The following is a list of tables, one for each type of group. The tables determine how many creatures are encountered, their race, and their gender.

Creatures are grouped into clumps by race. To determine how large each clump is, roll the die listed under ROLL FOR NEW RACE EACH. Continue rolling until the clumps add up to the number of members in the encountered group, then roll once for the race of each clump.

If a die roll fits in the range listed for GENDER, then the character is female. Note that this is to be done for each character, not in clumps.

The following is a step by step procedure to follow in determining the members of an encountered party:

1. Determine the number of creatures in the party
2. Create clumps of creatures using the ROLL FOR NEW RACE EACH until all creatures are accounted for.
3. Roll for the race of each creature.
4. Determine gender

T2130.01 BEASTERS MEMBERSHIP TABLE

SIZE:	ROLL FOR NEW RACE EACH: D8 BEASTERS TA:	ROLL FOR NEW RACE EACH: D6 GUARDS TG:	ROLL FOR NEW RACE EACH: D6 AIDS TS:
1	D2	D2-1	D2-1
2	D3	D2	D2
3	D4+1	D3+1	D2+1
4	D8+2	D4+2	D3+1
5	D12+3	D6+3	D4+1
6	D20+4	D8+4	D6+1

LEAN BEASTERS AWAY FROM THRIDDLE, SALU, WALLUSK, POCNOT AND SCARMIS.

T2130.02 ISCIN MEMBERSHIP TABLE

SIZE:	ROLL NEW RACE EACH: D8 SCHOLARS TA:	ROLL NEW RACE EACH: D6 GUARDS TG:	ROLL NEW RACE EACH: D6 AIDS TS:
1	1	D2-1	D3-2
2	D2	D3-1	D2-1
3	D2+1	D3-1	D2-1
4	D3+1	D4-2	D2-1
5	D6+1	D6-3	D4-1
6	D12+2	D20-10	D12-3

LEAN ISCIN AWYA FROM CURGAR IN PRIMARY GROUP. TOWARDS THRIDDLE, POCNOT, THIVINS, AND WALLUSK IN SECONDARY.

T2130.03 KESHT MEMBERSHIP TABLE

SIZE:	ROLL FOR NEW RACE EACH: D20 PEOPLE TA:	ROLL FOR NEW RACE EACH: D12 GUARDS TG:	ROLL FOR NEW RACE EACH: D6 AIDS TS:
1	1	D3-1	D3-2
2	D2	D6-1	D3-1
3	D3	D8	D3
4	D4	D12+2	D3+1
5	D6	D20+4	D6+1
6	D20	2D20+6	D12+1

LEAN KESHT TOWARD HUMANS, CAJI, AND BOCCORD BY 3 POINTS. CROID, SCARMIS, RAMIAN, AND CORASTIN ARE NEVER KESHT.

T2130.04 MERCENERIES MEMBERSHIP TABLE

SIZE:	ROLL FOR NEW RACE EACH: D8 MERCENERIES TG:	SIZE:	ROLL FOR NEW RACE EACH: D8 MERCENERIES TG:
1	1	4	D6+2
2	D2	5	D12+4
3	D4+1	6	D20+6

T2130.05 NOMAD MEMBERSHIP TABLE

SIZE:	ROLL FOR NEW RACE EACH: D20 NOMADS TS:	SIZE:	ROLL FOR NEW RACE EACH: D20 NOMADS TS:
1	D4+1	4	D20+8
2	D8+4	5	2D20+10
3	D12+6	6	2D100+20

TRY TO STAY IN THE PRIMARY GROUP OF CREATURES.

T2130.06(ABC) PATROL MEMBERSHIP TABLE

BORDER DISTANCE (ROLL D6 FIND SLOT AND LOOK DOWN)

FAR =>	1-4	5-6	-
CLOSE =>	1-2	3-4	5-6

SIZE:	ROLL NEW RACE EACH: D8 LOCAL TG:	ROLL NEW RACE EACH: D8 IMPERIAL TA	ROLL NEW RACE EACH: D8 BORDER TA:
1	D2	D4	D2
2	D4	D4+2	D2+1
3	D4+2	D6+2	D4+1
4	D6+2	D8+2	D12+4
5	D6+4	D12+4	D20+8
6	D8+4	D20+4	2D20+10

USE ONLY THE PRIMARY TABLE, ROLLS OF 11 ARE TRARCH, 12 ARE THRIDDLE.

T2130.07 ROGUES MEMBERSHIP TABLE

SIZE:	ROLL FOR NEW RACE EACH: D8 ROGUES TA:	SIZE:	ROLL FOR NEW RACE EACH: D8 ROGUES TA:
1	1	4	D6+2
2	D2	5	D12+4
3	D4+1	6	D20+6

NEVER THRIDDLE, WALLUSK, OR POCNOT. PUSH TOWARDS RAMIAN, CROID AND CRUGAR.

T2130.08 SLAVERS MEMBERSHIP TABLE

SIZE:	ROLL FOR NEW RACE EACH: D8 SLAVERS TA:	ROLL FOR NEW RACE EACH: D6 GUARDS TG:	ROLL FOR NEW RACE EACH: D4 SLAVES TS:
1	1	D2	D4-3
2	D2	D3	D2-1
3	D2+1	D4	D4-1
4	D3+1	D6	D6-1
5	D4+1	D8+1	D8-1
6	D6+1	D20+1	2D40-2

NEVER BRONTH, TOGAR, THRIDDLE, PUNDIT, OR POCNOT.

T2130.09 TAUTHER MEMBERSHIP TABLE

SIZE:	ROLL FOR NEW RACE EACH: D8 ADVENTS TA:	ROLL FOR NEW RACE EACH: D20 GUARDS TG:	ROLL FOR NEW RACE EACH: D6 AIDS TS:
1	D2	-	-
2	D4+1	D2-1	D2-1
3	D6+2	D4-1	D3-1
4	D8+4	D6-1	D4-1
5	D12+6	D8-1	D6-1
6	D20+8	D12-1	D8-1

T2130.10 TRADERS MEMBERSHIP TABLE

ROLL OF 1-4 => THIVINS ROLL OF 5-6 => RANDOM RACE

SIZE:	ROLL FOR NEW RACE EACH: D12 TRADERS TA:	ROLL FOR NEW RACE EACH: D8 GUARDS TG:	CARGOS:
1	D2	D4	1
2	D4	D6	D2
3	D6	D8+1	D3
4	D8	D12+2	D4
5	D12	D20+3	D6
6	2D12	2D20+5	D12

FOR RANDOM RACE, RE-ROLL FOR 2,3 OR 11,12 ON THE SECONDARY ROLL.

T2130.11 TRANSPORT MEMBERSHIP TABLE

SIZE:	ROLL FOR NEW RACE EACH: D20 LEADERS TA:	ROLL FOR NEW RACE EACH: D12 GUARDS TG:	CARGOS:
1	1	D4+1	1
2	D3	D6+2	D2
3	D3	D8+4	D3
4	D5	D12+6	D4
5	D5	D20+8	D6
6	D7	3D20+10	D12

LEAN TOWARDS THE PRIMARY GROUP.

T2130.12 TROOPS MEMBERSHIP TABLE

SIZE:	TROOPS TG:	SPECIAL NOTES:
1	1	ROLL FOR NEW RACE EACH D8 CREATURES
2	D2+1	IN 1, 2 OR 3 SQUADS: ROLL FOR SPECIALTY EACH D8 CREATURES
3	D4+2	IN 4 OR MORE SQUADS: ROLL FOR SPECIALTY EACH D4 SQUADS
4	D8+4	
5	D20+6	
6	3D20+10	

ONLY PRIMARY GROUP. AN 11 IS TRARCH. A 12 IS THRIDDLE.

T2130 RACE OF ENCOUNTERED CREATURES

PRIMARY RACES 2D6:	RACE:	(FEMALE) 2D6	SECONDARY RACES 2D6:	RACE:	(FEMALE) 2D6
2-3	BRONTHx4	9	2	CORASTINx4	8
4	WOFFEN	9	3	RAMIAN	8
5	CAJI	9	4	TOGAR	9
6-7	HUMAN	9	5	THIVINS	11
8	BOCCORD	8	6	POCNOT	6
9	PUNDIT	10	7	TRARCH	9
10	CRUGAR	7	8	SALU	8
11-12	ROLL A 2D6 ON THE SECONDARY RACE TABLE ON THE RIGHT COLUMN		9	SCARMIS	-
			10	THRIDDLEx3	-
			11	WALLUSK	8
			12	CROIDx2	8

CREATURES WITH x2 OR x3 COUNT AS MORE THAN 1 CREATURE WHEN ROLLING FOR GROUPS OF CREATURES.

2140 POSITION

2141 DISTANCE TO AN ENCOUNTER

2142 LOCATION AND DIRECTION

2141 Distance to an Encounter

To determine how far away the encounter is when contact is established, consult the following table. Select the appropriate terrain and roll the dice listed for that terrain. The result will be in meters from the player character's party. The exclamation point next to the distance stated for forest indicates that if travel is by road or trail in a forest then the distance is doubled. This applies only to forests.

T2141 DISTANCE TO AN ENCOUNTER

TERRAIN:	DISTANCE:	TERRAIN:	DISTANCE:
FOREST	3D6x5+20	JUNGLE	3D6x2+20
HEAVY FOREST	3D6x2+10	MOUNTAINS	3D6x10+10
GRASSLAND	3D6x10+50	DESERT	2D6x20+100
SWAMP	2D6x2+10		

2142 Location and Direction

2142.01 ENCOUNTER ON THE ROAD
2142.02 ENCOUNTER OFF ROAD

If the player characters are traveling on a trail or road, then the chances are that their encounter is also traveling by trail or road. To determine whether or not this is the case, index the roll of a D6 below. If the player characters are not traveling by road, skip down to section (2142.02).

T2142 ENCOUNTER TRAVEL STATUS

ROLL:	RESULT
1	ENCOUNTER IS OFF THE ROAD. SEE SECTION 2142.02
2	ENCOUNTER IS ON THE ROAD. BEHIND THE PARTY
3-6	ENCOUNTER IS ON THE ROAD. AHEAD OF THE PARTY

2142.01 Encounter on the Road

If the encounter is traveling on the road, then table T2142 indicated whether or not the encountered party was traveling ahead or behind the party. Now, index the roll of a D6 below to determine the direction that the encountered party is traveling.

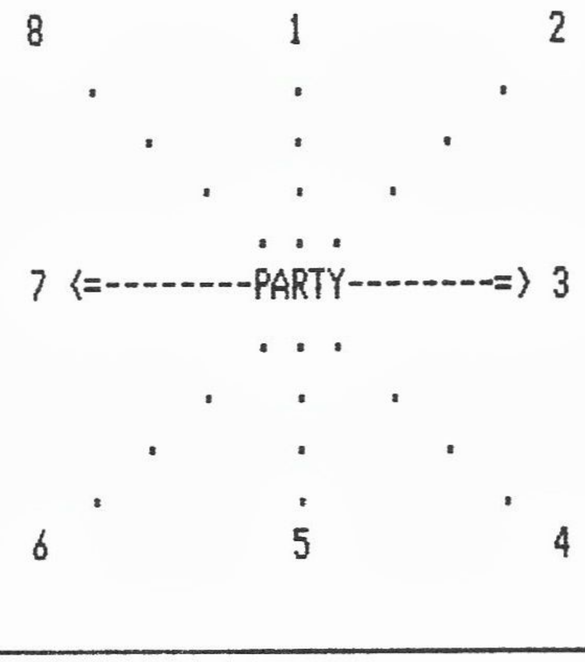
T2142.01 ENCOUNTERS ON THE ROAD

ENCOUNTER BEHIND PARTY		ENCOUNTER AHEAD OF PARTY	
ROLL:	DIRECTION OF TRAVEL	ROLL:	DIRECTION OF TRAVEL
1-6	TOWARDS PARTY	1-4	TOWARDS PARTY
		5-6	AWAY FROM PARTY

2142.02 Encounter off the Road

If the encounter is off the road, then there are eight possible locations that the encounter could be at, and eight directions that the encounter could be traveling. Index the roll of a D8 on the diagram below to determine the direction of the encoutner with respect to the party and then the direction of travel with respect to the party. The player character's party, denoted PARTY, is always assumed to be traveling direction 1 on the following diagram.

T2142.02 ENCOUNTER DIRECTION



For example, if the first roll of the D8 yielded a 4, and the second roll a 1, the encountered party would be located behind the party, but over to the right. The direction of travel of the encountered party would be on a line from location 4 to location 1, sort of in a forward left direction.

2150 **Surprise**

Surprise is determined by a die roll. Modify the rolls if one party has an advantage in seeing the other.

T2150 SURPRISE

ROLL:	SURPRISE:
1-7	THE ENCOUNTER SURPRISES THE PLAYER CHARACTERS
8-13	SURPRISE IS SIMULTANEOUS
14-20	PLAYER CHARACTERS SURPRISE THEIR ENCOUNTER

2160 **PRE-ENCOUNTER**

Encounters usually happen when both parties are traveling. If a D20 yields a 19 or a 20, then the lower part of the following table will determine the special activity of the encounter.

The procedure to follow is:

T2160 PRE-ENCOUNTER ACTIVITY

ROLL:	ACTIVITY:
1-18	TRAVELING
19-20	SPECIAL ACTIVITY. ROLL A D20 BELOW TO DETERMINE

ROLL:	SPECIAL ACTIVITYIES
1-8	EATING.
9-12	JUST ENCOUNTERED ANOTHER PARTY. MAY BE FIGHTING.
13-18	HOUSKEEPING CHORES: CLEANING WEAPONS, ETC.
19-20	SLEEPING. PROBABLY HAS A GUARD ON DUTY.

2170 **RESPONSE**

Certain types of encounters are bound to be more hostile than others. For example, rougues are expected to be vicious while traders are usually friendly. On the table below, locate the party type that has been encountered. The resulting number is the RESPONSE INDEX. Roll a 2D6 on the RESPONSE table below it, moving up or down as the index indicates.

T2170 RESPONSE INDEX

PARTY TYPE:	RESPONSE INDEX:	PARTY TYPE:	RESPONSE: INDEX:
ROGUES	-4	TAUTHER	+0
TRANSPORT	-1	MERCENERIES	+1
KESHT	-1	PATROL	+2
BEASTERS	-1	ISCIN	+2
SLAVERS	-1	TROOPS	+2
NOMADS	+0	TRADERS:THIVIN	+3

T2170 RESPONSE TABLE

ROLL:	RESPONSE:
2	WILL ATTACK IF HAS A REALISTIC CHANCE
3	WILL ATTACK IF HAS A REALISTIC CHANCE
4	WILL ATTACK IF PROVOKED
5-6	UNFRIENDLY
7	NEUTRAL
8-9	FRIENDLY
10	VERY FRIENDLY
11	VERY FRIENDLY
12	VERY FRIENDLY

2200 WILD-INTELLIGENT ENCOUNTERS

2210 **RACE**
2220 **SPECIFICS**
2230 **SIZE**
2240 **TYPE**
2250 **RESPONSE**

Wild-intelligent encounters (Wint) consist of intelligent creatures found in the wild. Winds are organized into tribes and bands.

The following is a list of steps used to generate Wint encounters:

1. Follow the steps listed here.
1. Use 2290 as a guide. Figure out the tribal organization, how they would respond to strangers.
1. Guide the situation based upon descriptions of the creatures in section 3.1100.

2210 RACE OF A WINT ENCOUNTER

The race of the Wint encounter depends greatly upon the terrain that the player characters are traveling in and the geographical location of the encounter.

T2210 BURDOTH WINT

RACE:	FOREST	GRASS	SWAMP	JUNGLE	MOUNT	DESERT
ACUBON	1	-	1-8	1-5	1-3	-
BLOUNT	2	-	11-35	6-8	-	-
BOCCORD	3-8	1-15	36-38	9-10	4-14	1-12
BOUDER	9	16-20	-	11-12	15	13-15
BRONTH	10-12	21-22	-	13	16-17	-
CAJI	13-14	23-26	39	14-15	73-74	16-18
CLEASH	15	27	-	-	18	19
CORSTIN	16-17	28-29	40	16-23	19-20	-
CROID	18-19	30-31	-	24-35	21-24	-
CRUGAR	20-30	32-40	41	36-40	25-30	-
DAEGON	31-32	41	-	41	31	-
DEMOOR	33-35	42-46	-	-	36-37	-
HUMAN	36-55	47-65	42-72	41-60	38-52	20-31
KNIK	56-60	66-68	-	61	53-68	32-35
POCNOT	61-62	69-71	73-76	62-70	75-79	-
PUNDIT	63-72	72-76	77	71-73	80-85	76
RAMIAN	73	77	-	74-77	86-87	77-84
SALU	74	78	78-89	-	88-89	-
SCARMIS	75-77	-	90-92	78-79	90-91	-
SHANTHA	78	79	93	80	92	85-86
THIVINS	79-84	80-82	94-95	81-84	93-94	-
THRIDLE	85-86	83-85	96-97	85-88	93-94	-
TOGAR	87-91	86-88	98	89-90	93-94	-
TRARCH	92-94	89-94	99	91-95	95-98	-
WALLUSK	95-96	95-98	-	-	-	87-100
WOFFEN	97-100	99-100	100	96-100	99-100	-

2220 TRIBA SPECIFICS

2221 **GENERAL REACTIONS**
2222 **SPECIFIC LIKES & DISLIKES**
2223 **PETS OR BEASTS**
2224 **LAYOUT & TERRAIN**
2225 **NEARBY WINT & NINT**
2226 **NATURAL WEALTH**
2227 **HISTORY AND RELIGION**
2228 **SPECIAL KNOWLEDGE**
2229 **SPECIAL ITEMS**

2221 General Reactions

Some tribes are hostile while others are not. The referee must decide if the tribe is in general friendly or fierce. The response index used in section 2241 may be changed as the referee sees fit. The numbers listed there are only the most general.

2222 Specific Likes and Dislikes

It is likely that any tribe in the wilderness will develop strong reactions to elements in its surroundings. Perhaps the tribe in question hates Bronth because a bronth once killed the tribal Shaman. Perhaps members of the tribe are very enthusiastic about crystals.

2223 Pets or Beasts of Burden

Thombos, bochigon and talmaron are commonly used as beasts of burden, but perhaps the encountered tribe uses some other creatures, maybe lizogoth? It is also possible that the tribe has domesticated certain non-intelligent creatures and now keeps them as pets, perhaps pibbers or fonlin.

2224 Layout and Terrain

The referee is left responsible for generating the details of the terrain about the tribe. Be sure to think about rivers, natural vegetation, food sources and possible taboo locations.

2225 General Reactions

There may be other Wint groups near the tribe or non-intelligent creatures which should be considered. Perhaps a large grey mandare lives on just the other side of the mountain range.

2226 Natural Wealth

On rare occasions, a tribe will be situated near objects of wealth: crystals, herbs for making limilates, creatures with valuable organs or armor, etc.

2227 History and Religion

A history and religion of the tribe must be contemplated. Religious beliefs can drastically alter the response or actions of a tribal group.

2228 **Special Knowledge**

It is possible that the tribe knows the location of a Shantha, or a treasure, etc.

2229 **General Reactions**

There is a very slight chance that the tribe has in its possession some treasured object or objects. They might be Earth items or shanthic objects for example.

2230 SIZE

The WSIZ listing of every intelligent creature contains a die roll which generates a number between 1 and 6. Roll the die to get the Size of the entire Wint group. Use this number (1 to 6) on the table below to determine the number of creatures living in the group.

T2230 SIZE OF WINT PARTY

SIZE:	SIZE OF MAIN GROUP	SIZE:	SIZE OF MAIN GROUP
1	D4	4	D20+5
2	D6+1	5	D60+10
3	D10+3	6	D200+40

2240 **TYPE**

When players come close to a tribe, they will usually encounter a patrol, or a hunting or gathering party. Index the roll of a D20 below to determine the type of the Wint Encounter. At night time, index forward 1 on this table. The number rolled for in the previous section, 2230, determined the total number of creatures living with the tribe. All other parties emminating from the main group will be of a size 2 less than the size of the main group. All group types are -4 to response.

T2240 TYPE OF WINT

ROLL:	TYPE OF WINT	ROLL:	TYPE OF WINT
1-5	GATHERING PARTY	11-14	MAIN GROUP
6-10	HUNTING PARTY	15-20	PATROL

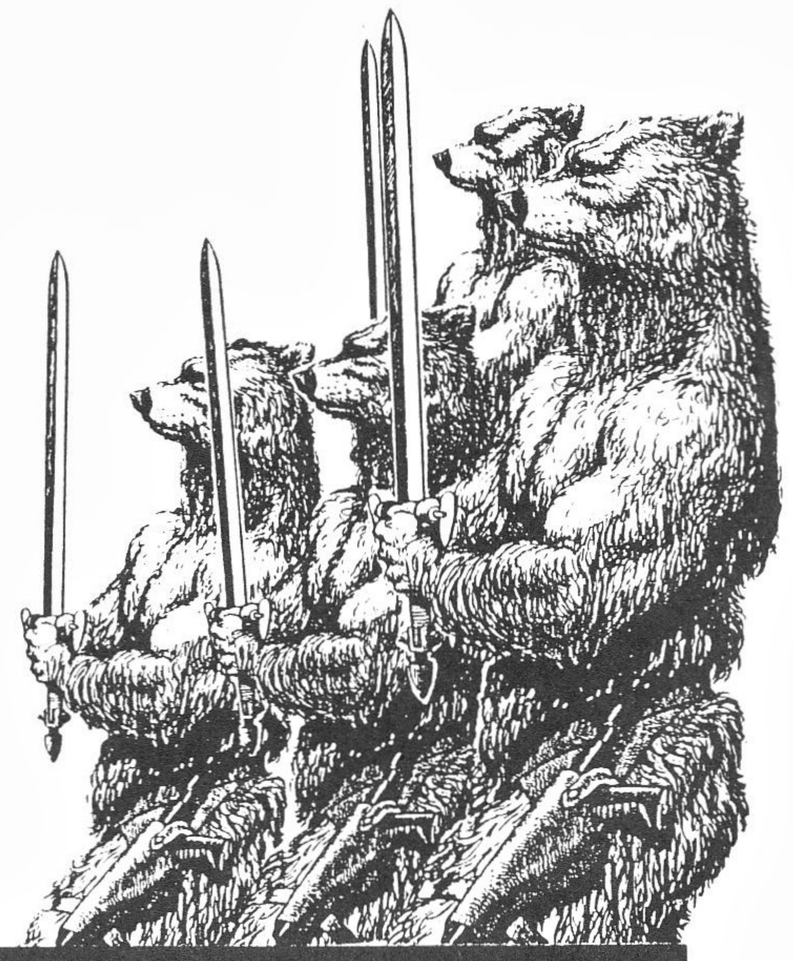
2250 **RESPONSE**

Before rolling the response of the Wint encounter, determine the base response listed below.

T2250 BASE RESONSE INDEX BY RACE

RACE:	RESPONSE INDEX:	RACE:	RESPONSE INDEX:
ACUBON	-1	HUMAN	+1
BLOUNT	-1	KNIK	-3
BOCCORD	+0	POCNOT	+2
BOUDER	+2	PUNDIT	+2
BRONTH	+1	RAMIAN	-2
CAJI	+1	SALU	+0
CLEASH	-4	SCARMIS	-1
CORASTIN	-1	SHANTHA	+0
CROID	-4	TOGAR	+0
CRUGAR	-2	TRARCH	+0
DAEGON	+0	WALLUSK	+1
DEMOOR	-4	WOFFEN	-2

Roll 2D6 on table T2170 moving up and down for the index.



2300 NON-INTELLIGENT ENCOUNTERS

2310 **RACE**
2320 **SIZE**
2330 **LAIR**
2340 **SURPRISE**
2350 **RESPONSE**
2360 **SPECIFIC CREATURES**

Non-intelligent (Nint) encounters are those consisting of low intellect creatures.

2310 RACE

To determine what race of creature is encoutered, index the roll of a D100 under the appropriate chart and column below. Thus, if the players are traveling through swampland, the referee would index the D100 roll down the SWAMP column. The Value listed under SIZE will be used in section 2320, so jot it down. The number listed under the SECTION heading will indicate where more information about the creature encountered can be sought.

T2310 NINT SWAMP JUNGLE & DESERT

RACE:	SWAMP	JUNGLE	DESERT	SIZE	SECTION
BOCHIGON	1-2	1-4	-	A+1	3.1200.01
CORONDAN	3	5	-	A-2	3.1200.02
CRILL	-	6-8	1-13	B	3.1200.03
DAIJ	4-5	9-10	14-22	A-2	3.1220.04
DAWTH	6-13	-	-	A-3	3.1200.05
DICHANDRA	14-19	11	-	B	3.1200.06
DREGLAMON	20-24	12-19	23-25	A-2	3.1230.07
DURADON	25-27	20-25	26-30	A	3.1220.08
FARG	28-40	-	-	B	3.1200.09
GREY MNDR	41-43	26-29	31-32	A-1	3.1200.10
HARNS	-	-	33-54	B	3.1200.11
LIZOGOTH	44-46	30-33	-	B-1	3.1240.12
LOSHT	-	-	56-69	C-1	3.1200.13
MOWLS	47-50	34-36	70-75	A-3	3.1200.14
NARPIS	-	37-38	76-80	1	3.1200.15
PIBBER	51-54	39-48	-	A	3.1200.16
PROW GRAS	55-60	49-51	-	1	3.1240.17
SCRADE	61-63	52-57	81-84	B	3.1200.18
SCRAGGER	-	58-59	-	B	3.1200.19
SLARCHA	64-68	60-64	85-88	B-1	3.1200.20
SLUTCH	69-74	65-69	89	A-1	3.1200.21
TALMARON	75-80	70-73	90-92	B	3.1220.22
TARO	81-85	74-83	-	B	3.1200.23
THOMBO	86-91	84-86	93-94	A	3.1220.24
VINTCH	92-94	87-90	95-98	C	3.1240.25
VODRA	95-96	91-93	99	B-3	3.1220.26
WEACH	97-99	94-99	-	B	3.1220.27
WHITE MANDARE	100	100	100	A-3	3.1200.28

T2310 NINT FOREST GRASS & MOUNT

RACE:	FOREST	MOUNT	GRASS	SIZE	SECTION
BOCHIGON	1-3	1-2	1-5	A+1	3.1200.01
CORONDAN	4	3	6	A-2	3.1200.02
CRILL	-	4-5	7-8	B	3.1200.03
DAIJ	5	6-10	9-11	A-2	3.1220.04
DAWTH	6-9	11-12	-	A-3	3.1200.05
DICHANDRA	10-12	13-14	12	B	3.1200.06
DREGLAMON	13-15	15-18	13-14	A-2	3.1230.07
DURADON	16-18	19-24	15-19	A	3.1220.08
FARG	19-20	-	-	B	3.1200.09
GREY MANDARE	21	25-27	20-23	A-1	3.1200.10
HARNS	-	-	-	B	3.1200.11
LIZOGOTH	22-26	28-33	24-29	B-1	3.1240.12
LOSHT	-	-	-	C-1	3.1200.13
MOWLS	27-35	34-36	30-31	A-3	3.1200.14
NARPIS	36	37-40	32-35	1	3.1200.15
PIBBER	37-44	41-44	36-40	A	3.1200.16
PROW GRAS	45-50	45	41	1	3.1240.17
SCRADE	51-65	46-58	42-50	B	3.1200.18
SCRAGGER	-	59-63	-	B	3.1200.19
SLARCHA	66-73	64-75	51-60	B-1	3.1200.20
SLUTCH	74-77	76-77	61-65	A-1	3.1200.21
TALMARON	78-81	78-85	66-73	B	3.1220.22
TARO	82-85	-	-	B	3.1200.23
THOMBO	86-91	82-83	74-86	A	3.1220.24
VINTCH	92-94	76-81	87-93	C	3.1240.25
VODRA	95-96	82-83	94-95	B-3	3.1220.26
WEACH	97-99	92-99	96-99	B	3.1220.27
WHITE MANDARE	100	100	100	A-3	3.1200.28

2320 SIZE

To find the number of creatures encountered, first get the Size index based on PVC off of the following table. Roll a D6, adding the Size index. Rolls larger than 6 are 6. This is the Size of the encounter.

T2320 SIZE OF A NINT ENCOUNTER

TOTAL PVC:	INDEX:	D6 ROLL:	SIZE:
1-20	+0	1	1
21-60	+1	2	D2
61-200	+2	3	D3
201-1000	+3	4	D4
1001-2000	+4	5	D5
2001&UP	+5	6	D6

Each creature on the tables above had a size listed for it A, B, or C, plus a number. Add the Size of the party to this number. If it goes under 1, it is 1; if it goes over 6, it is 6. Roll for the number of small (S), medium (M), and large (L) of the creatures encountered using the letter A, B, or C found on the above table. Add together the number of small, medium and large for creatures of only one size.

T2320 NUMBER OF CREATURES

	====)A(====			====)B(====			====)C(====		
SIZE	S	M	L	S	M	L	S	M	L
1	1	0	0	D2	0	0	D4	D2-1	D2-1
2	0	1	0	D2	D2	0	D4	D6	D2
3	0	0	1	D2	D2	D2	D6	D8	D4
4	1	D2-1	D2-1	D4	D2	D2	D6	D8	D8
5	1	1	D2-1	D6	D4	D2	D8	D12	D8
6	D2	D2	D2	D6	D6	D4	D12	D12	D12

2330 **LAIR**

The chance of lair, lair type, and chance of in lair are all listed in the Nint GENERAL SPECS section of 3.1200.

2340 **SURPRISE**

To roll surprise for a non-intelligent encounter, find the SURPRISE values listed in the GENERAL SPECS part of the creature description. The listing indicates the chances of the creatures surprising the party, surprise being simultaneous and of the chances of the party surprising the Nint. A listing of C1-4/5-7/8-20P would indicate that if the roll of a D20 resulted in a 1-4, the Nint surprises the player characters and a roll of 8-20 indicates that the party surprises the Nint. Rolls of 5 through 7 would indicate a mutual discovery.

2350 **RESPONSE**

To determine how the Nint encounter responds, find the RESPONSE INDEX located in the GENERAL SPECS section of the creature description. Index the roll of a 2D6 below, moving up or down as denoted by the RESPONSE INDEX of the Nint. The indexed value will be the response of the creature. To determine whether or not a creature is stupid enough to attack something too big for it, look at the value listed to the right of the RESPONSE INDEX. If the word MANIAC is present, the creature will attack any intruders it sees if its response roll so indicates, regardless of the size of intruding party. MANIAC creatures will fight to the death.

T2360 NINT RESPONSE TABLE

ROLL:	RESPONSE:	ROLL:	RESPONSE:
2	ATTACKS IMMEDIATELY	7	EASILY PROVOKED
3	ATTACKS IMMEDIATELY	8-9	NEUTRAL
4	ATTACKS IMMEDIATELY	10	FRIENDLY
5	READY TO ATTACK	11	VERY FRIENDLY
6	HOSTILE	12	VERY FRIENDLY

2360 SPECIFIC NINTS

Section 3.1200 details the rolling of specific nints. Section 3.1100 is helpful.

3000 **TOWN ENCOUNTERS**

3000 **TOWN ENCOUNTERS**

3100 **OUTSIDE**
3200 **IN A CLEP**
3300 **SPECIAL EVENTS**

Note: The words town and city are used interchangibly throughout this section. At times, only one of the words is used when both are being referred to.

3100 **OUTSIDE**

When characters are out and about on the streets, use the encounter tables in section 2000, but modify them for town use. In addition, the following group types exist in a town or city:

3111 **Rogues**
3112 **Githerin**
3113 **Locals**
3114 **Drafters**
3115 **Important Locals**
3116 Patrols

Read the descriptions of these types and use them as encounter types occasionally.

3111 **Rouges**

The description for rogues residing in towns is almost identical to that presented in section 2120.07 except that rouges can more easily ambush their prey in town. Rouges will follow the party for some time before attacking. They will wait until the party enters a delapidated area, or one where few people are present. Don't roll their responses; rouges are never friendly.

3112 **Githerin**

See 3.4100 for details on this group.

3114 **Locals**

Locals sometimes inconvenience foreigners. Although they usually carry no weapons, good fist fights have been known to break out when groups of hot-headed Tauther types try to move in on their action. It's a good idea to try to get along with the locals.

3115 **Drafters**

Drafters are members of towns or cities that find eligable characters to fight in the arena or to serve in the local patrol. Treat drafters as local patrols for all purposes. Characters declining the drafter's invitation to community service may find the town's patrols and guards quite unfriendly in the future.

3116 **Important Locals**

Important locals are those Drenn or Kesht characters with power in a community. They often own land.

3115 **Local Patrols**

Local patrols may be friendly or hostile depending upon the quality of the characters that they encounter. Low class scum will be treated as such. Well dressed characters will be treated with more respect. Some patrols expect cash from strangers they meet, although it is rare that they will come right out and say this.

3200 **IN A CLEP**

While staying in a clep, characters may encounter other creatures, often travelers. The referee should use the encounter table of section 2000 to generate indoor encounters. A 2D6 roll should be made from time to time to check for brawls, robbing attempts, and room assaults. Rolls of 11 or 12 might indicate something like this, depending upon the quality of the clep.

3300 **SPECIAL EVENTS**

Roll on the table below to determine special events which happen.

T3300 MEETINGS IN AN INN

ROLL 2D6.

ROLL A 2D6 EACH DAY

9-11 => COMMON EVENT 2D6 BELOW

12 => UNCOMMON EVENT 2D6 BELOW

ROLL:	COMMON EVENT:	ROLL:	UNCOMMON EVENT:
2-4	FESTIVAL	2	TROOPS ENTER TOWN
5-6	PARADE	3	HARVEST ARRIVES
7-8	NEWS REACHES TOWN	4-6	ISCIN LECTURE
9-11	HERIS: SEE 1.7701	7-10	CLEP ROBBED
12	CLECH: TAXATION D6 GEMLOCKS OR MORE	11	IMPORTANT FIGURE DIES
		12	TOWN RAIDED SOMEWHERE

4000 **EXPERIENCE**

4100 **EXPERIENCE POINTS**
4200 **POINTS PER LEVEL**
4300 **BONUSES**

4100 **EXPERIENCE POINTS**

When characters overcome difficult challenges they gain something from the experience. Referees should base the number of *Experience Points* their players receive upon their skill at surviving, pieceing facts together, and solving conflicts cleverly. When writing a campaign, the number of Experienc Points each challenge has should be pre-recorded. Various outcomes should result in different Experience Points. Try to figure out what the players are likely to do.

Creatures killed, captured, or driven away are worth the number of points listed under their EXP: listing (bonus points sometimes apply). Any weath the players acquire is worth its value in Gems Experience Points (500 Gemlinks would be worth 50 Experience Points). Objects are also worth their value in Gems. **Killing unarmed, innocent, or unconscious characters is not worth any Experience Points.**

Each time a character goes up in level, a few months of game time pass. Because most of the bonuses are involved with skill, they take time to learn. It is not possible for a character to gain bonuses while sitting in some cave.

4200 **POINTS PER LEVEL**

Players start with 0 Experience Points and at Level 0. As they acquire points, they will eventually reach a new Level. Below is a table of Experience Points/Level. Thus, a Level 0 Human needs 500 Experience Points to attain Level 1. Once there, the Human's points drop to 0 and Level increases by 1. Section 4300 lists the various options characters have when going up in level.

LEVEL	HUMAN	CAJI	BOCCORD
1 ->	500	1,000	750
2 ->	1,000	3,000	2,000
3 ->	3,000	7,000	5,000
4 ->	5,000	11,000	8,000
5 ->	8,000	17,000	13,000
6 ->	12,000	25,000	18,000
7 ->	16,000	33,000	25,000
8 ->	21,000	43,000	32,000
9 ->	26,000	53,000	40,000
10 ->	32,000	65,000	49,000
11 ->	39,000	79,000	59,000
12 ->	46,000	93,000	70,000
13 ->	54,000	109,000	81,000
14 ->	62,000	125,000	94,000
15 ->	71,000	143,000	107,000
16 ->	81,000	163,000	122,000
17 ->	91,000	183,000	137,000
18 ->	102,000	205,000	153,000
19 ->	113,000	227,000	170,000
20 ->	125,000	251,000	188,000

4300 BONUSES

When characters go up in level, they receive a bonuses, usually in the form of newly learned skills. The following table lists all of the possible choices of characters going up in level.

T4300 LEVEL BONUSES

EACH RACE AUTOMATICALLY GAINS:		
HUMAN	CAJI	BOCCORD
NOTHING	5 COST/VALUE POINTS TO USE ON MUTATIONS	AT LEVEL 5 AND UP, 1 EXTRA USE OF DEFLECTOR PER DAY

CHARACTERS CHOOSE ONE OF THE FOLLOWING:		
HUMAN	CAJI	BOCCORD
D4+4 SKILL PTS. +1 WARP FACTOR +D2 TO STR,CON STA,AIM,SPD AIM, OR DEX	D4+4 SKILL PTS. +1 WARP FACTOR +D2 TO STR,CON STA,AIM,SPD AIM, OR DEX RECOVERY # OF POINTS FOR COST/VALUE	D4+4 SKILL POINTS +1 WARP FACTOR +D3 TO STR,CON STA,AIM,SPD AIM, OR DEX
MAXIMUM HUMAN	MAXIMUM CAJI	MAXIMUM BOCCORD
CON: 29	CON: 19	CON: 49
STR: 29	STR: 19	STR: 59

5000 ACTION

5000A **ADVANTAGE**
5000B **ATTACK STRATEGY**
5000D **CRITICAL HIT ROLL**
5000E **DAMAGE**
5000G **EVADE**
5000H **HAND-TO-HAND**
5000I **RANGE**
5000J **ROLL TO HIT**
5000K **ROUND**

The following is the sequence of play for combat:
5100 **ADVANTAGE**
5200 **THE ROLL TO HIT**
5300 **H-T-H ATTACKS**
5400 **RANGE ATTACKS**
5500 **DEFENSE**
5600 **SUCCESS**
5700 **DAMAGE**
5800 **SPECIAL ATTACKS&MODIFIERS**

Beginning players can skip to sections marked: ●

■ this symbol means move on.

As the system is used, more of the following information will become useful.

First, a short glossary of terms. Then: The RULES.

● 5000A ADVANTAGE

Each character rolls a D20 for advantage, in each round of combat. The higher the number, the better the position of the character (an Advantage of 17 is better than an Advantage of 12). Advantage rolls are used to determine the order of combat.

5000B ATTACK STRATEGY

When using a sword, a swing is only one possiblity for attack. The Attack Type sections include many others.

5000D CRITICAL HIT ROLL

A Critical Hit roll is made whenever a Roll to Hit is successful. The Critical roll determines whether a vital organ was struck, or if the attack was merely a glancing blow.

5000E **DAMAGE**

Damage is calculated in Hit Points and Stamina Points. Death occurs when a character's Hit Points fall to zero. Characters fall unconscious when their Stamina points fall below zero. Damage is rolled with dice for all attacks except for mutational attacks and energy weapon attacks; they do the same damage every time.

5000G **EVADE**

An evade is an all-out attempt to remove oneself from a combat by whatever means possible. Characters often fall down when making an evade attempt.

5000H **HAND-TO-HAND**

Attacks are "Hand-to-Hand" when short range weapons such as swords are used.

5000I **RANGE**

Attacks occur at "Range" if the only means of attack are by thrown, launched, fired, or mutational attacks.

5000J **ROLL TO HIT**

The Roll to Hit determines the success of an action (not necessarily a combat action). A D20 is used; high rolls are good.

5000K **ROUND**

Time is broken down into a unit called a Round which is 2 seconds long. Every round, during combat, characters make Advantage rolls. Most actions require one round to perform. The following is a list of actions and the number of rounds they require:

T5000 ACTIONS

ROUNDS:	ACTION:	ROUNDS:	ACTION:
1	STAND UP	2	UNSLING WEAPON
0	FALL	2+	GET SOMETHING FROM A POUCH
1	PICK SOMETHING UP	0	DROP SOMETHING
2	GET ON A THOMBO	1	MOST WEAPON ATTACKS
1	GET OFF A THOMBO	1	ALL DEFENSIVE MOVES
2	PREPARE&USE A BOW		

5100 **ADVANTAGE**

5110 **ROLLS NEEDED**
5120 **ROLL OF A 20**
5130 **FIRST ATTACKER**

Advantage is a measure of the stance, position, and opportunity of a character. If a character has low advantage, it will be more difficult to be successful. To determine a character's advantage, a D20 is rolled. The higher the roll, the better that character's advantage. Characters with any special Advantage skills add their bonus to the die roll they make. Non-intelligent creatures each have a table of their actions based upon their Advantage rolls. Referees must decide what non-player characters will do based upon their Advantage rolls.

5110 **ROLLS NEEDED**

The players describe the actions of their characters in the order of their Advantage rolls (highest roll to lowest roll). Minimum Advantage rolls are needed for certain tasks. If characters are unable to roll an high enough Advantage, their chances for success are poor; they will be +16 in their attempt. Note: When rolling for a hit, positive modifiers are bad, negative numbers are good. The following is a table of the Advantages needed for various tasks:

T5110 ADVANTAGE NEEDED

MINIMUM ADVANTAGE:	ACTION:
6	LAUNCHED, THROWN, OR FIRED ATTACKS
8	ORB OR BOLT MUTATION USED ON TARGET 2 OR MORE METERS AWAY
10	ANY HAND-TO-HAND ATTACKS, OR THOSE OCCURING AT LESS THAN 2 METERS
20	-4 TO HIT, +4 TO BE HIT (THIS IS A BONUS, NOT AN ACTION)

IF ADVANTAGE IS TOO LOW, ATTACKS ARE +16 TO HIT

5120 **A ROLL OF 20**

If characters are able to roll a 20 for their advantage, either naturally, or because of some Advantage bonus, they become -4 to hit during that round, and +4 to be hit. A 20 roll indicates a near perfect situation for a character.

5130 **FIRST ATTACKER (H-T-H ONLY)**

When a character is fighting a Non-Player character, whoever has the higher Advantage will be the first to act, unless they purposely want to wait for their opponent to attack first before they make their attack. Behind such a strategy is the realization that attackers leave themselves a little vunerable to attack when they attack. By waiting for your opponent to strike, you become -6 to hit for that round. Such methods are more easily employed by larger creatures, or heavily armored ones.

Characters always try to place themselves so that their advantage is high, higher than their opponent's. If a character's advantage roll is lower than that listed on table T5110, that character is probably defending that round (otherwise a +16 to hit penalty is applied). In such cases, the character saw that no opening was possible, and decided to retain a defensive posture. Characters deciding to defend when they have a "Combat Advantage" (an Advantage high enough to avoid the +16 penalty) do so at one half normal defense because they changed their minds at the last minute.

●5200 THE ROLL TO HIT

5210 **WEAPONS**
5220 **SKILL**
5230 **OFF THE SCALE**

5210 WEAPONS

When a character's action involves an attack of some sort, use the table below to find the number that the character needs To Hit. For hand-to-hand attacks, use the table below.

The first column on this table is the number of attacks which can be made per round with a weapon. The second column is the type of damage done (E=edge, P=point, B=bulk). Following the name of each weapon, numbers To Hit are followed by a ":" and then the damage that the weapon does. The ranges greater than Close are used when weapons are thrown. Note that all ranges are in meters.

T5210 PRIMITIVE H-H WEAPONS

RANGE IN METERS======)			0-2	2-6	6-10
PREP	TYPE	WEAPON	CLOSE	SHORT	NEAR
1	E	AXE:BATL	10:3D8	7:2D6	20:D8
1	E	AXE:HAND	8:2D6	8:2D4	16:D6
1	E	AXE:TRWN	5:D8	5:2D6	13:2D6
1	B	BOLA	6:D4	-:-	-:-
1	P	CLAWS	4:D6	-:-	-:-
1	B	CLUB	9:2D6	8:D6	20:D4
2	B	FIST	5:D6	-:-	-:-
1	B	FOOT	6:D8	-:-	-:-
1	B	HMMR:WAR	10:3D8	-:-	-:-
1	B	HOOVES	9:2D6	-:-	-:-
1	P	HORN	7:2D6	-:-	-:-
1	EP	KNIFE	3:D6	-:-	-:-
1	B+P	MACE	7:D8+D4	7:D4+D2	19:D3+D2
1	B+P	MSTAR	4:D6+D6	8:D4+D4	17:D2+D2
1	B	PINCHERS	6:D6	-:-	-:-
1	B	ROCK	8:D6	-:-	-:-
1	P	SPEAR	7:2D6	-:-	-:-
1	B	STAFF	5:2D4	8:D6	16:D3
1	EP	SWORD:1H	6:2D6	8:D8	16:D4
1	EP	SWORD:2H	7:3D6	11:2D6	19:D6
1	EP	SWORD:L1H	4:D8	8:D4	16:D3
1	EP	SWORD:L2H	5:2D8	8:D6	16:D4
1	P	TEETH	9:D6	-:-	-:-
1	B	WRAP	5:D6	-:-	-:-

8:D6 MEANS AN 8 OR HIGHER NEED TO HIT WITH A D20, AND D6 POINTS OF DAMAGE ARE DONE BY THIS ATTACK.

This next table is used for thrown and launched weapons. The first column lists the number of rounds needed to "prepare and use" a weapon. The numbers listed for each range and weapon indicate Roll to Hit:Damage.

T5210 PRIMITIVE RANGE WEAPONS

RANGE======)		0-2	2-6	6-10	10-30	30-70	70-120
PREP	WEAP	SHORT	CLOSE	NEAR	FAR	LONG	X-LONG
2	BOLA	2:D4	3:D4	4:D6	8:D8	14:D6	-:-
2	BOW	2:D4	2:D6	5:D6	7:2D6	12:2D6	16:2D6
1	KNIFE	2:D3	2:D4	6:D4	19:D3	-:-	-:-
2	LBOW	2:2D6	2:2D6	5:2D6	7:3D6	11:3D6	16:3D6
1	ROCK	2:D4	2:D6	6:D6	11:D4	17:D2	-:-
2	SLING	2:2D4	3:2D4	4:2D4	9:D4	15:D3	-:-
1	SPEAR	3:D6	2:D6	8:2D6	12:2D6	16:2D6	-:-
2	TAXE	2:D6	5:2D4	13:2D4	-:-	-:-	-:-
1	TSTAR	2:D4	2:D6	4:2D6	8:D6	17:D4	-:-
4	XBOWL	2:2D6	2:2D6	4:3D6	7:3D8	12:2D6	20:2D6
3	XBOWH	2:D6	2:D6	5:2D6	9:2D6	16:2D6	23:D6

The table below is used for pistol energy weapons and mutational orbs/bolts. The first column lists the number of Shots Per Round the weapon can fire. The second column contains the number of shots per power cell that the weapon can deliver. Damage, not Rolls to Hit fill the table. The damage done by orbs and bolts is described in the mutations section. Rolls to Hit are located directly under the various ranges in meters.

T5210 PISTOLS & MUTATATIONS

			ROLLS TO HIT ARE UNDER RANGES NUMBERS FOR WEAPONS ARE DAMAGE					
		RANGE IN METERS=)	0-2	2-6	6-10	10-30	30-70	70-120
			CLOSE	SHORT	NEAR	FAR	LONG	XLONG
SPR	SPC	WEAPON	2	3	6	11	18	28
1	3	BLADE:30	50	45	30	15	-	-
1	3	BLADE:60	40	35	15	-	-	-
1	3	BLADE:90	30	15	5	-	-	-
2	10	BLASTER	60	55	55	55	55	50
10	10	CAP LAUN	XX	XX	XX	XX	XX	XX
2	30	FLD RAM	15	15	15	15	15	15
2	20	LASER	20	20	20	20	20	20
2	20	PARYLZER	65	60	55	50	45	40
10	100	PULSAR	10	10	10	10	10	10
2	5	SNC DIST	120	110	100	90	80	70
1	20	STUNNER	55	45	35	25	15	-

ALL OF THE ABOVE CAN HOLD UP TO 10 POWER CELLS. BLASTERS REQUIRE SLAB AMMO EVERY 100 SHOTS. CAPSULE LAUNCHERS CAN HOLD 10 SHOTS PER CLIP AND REQUIRES ONLY A FUNCTION CELL TO FIRE 100 SHOTS. SEE CAPSULES FOR DETAILS ON DAMAGE 3.3410 PISTOLS CAN USE AN ATOMIC CELL WITH AN ADAPTOR THE POWER CELLS WILL TAKE 1 MINUTE, (30 ROUNDS), TO RE-CHARGE. EACH ADDITIONAL POWER CELL WILL TAKE AN EXTRA MINUTE.

The rifle table below is identical to the pistols table, except that ranges extend to 300 meters.

T5210 RIFLES

RANGE=====>			:2	:6	:10	:30	:70	:120	:300
			CLOSE	SHORT	NEAR	FAR	LONG	XLONG	MAXR
SPR	SPC	WEP	2	3	5	8	12	18	26
2	2	BL	350	350	350	350	350	325	300
20	100	CL	XX	XX	XX	XX	XX	XX	XX
2	5	FR	70	70	70	70	70	70	70
1	5	LS	200	200	200	200	200	200	200
30	150	PL	10	10	10	10	10	10	10
2	2	SD	400	400	400	350	300	250	200
1	10	ST	120	110	100	90	80	60	40

CAN BE USED WITH AN ATOMIC CELL AND AN ADAPTER.
EACH CAN HOLD UP TO 10 POWER CELLS. ■

5220 SKILL

Characters with any special bonuses to hit due to special skills, or Skill Classes should apply them now. For example, Archers select weapons which they are -1 to Hit with. If a character -1 with a bow due to skill, needed a 7 or higher to hit a target, after the -1 is taken into account, only a 6 or higher is needed.

5230 OFF THE SCALE

Rolls greater than 20? less than 2? No problem.

If you need to roll a number bigger than 20, use a D20 first. If you get 20, you're still in the running. Use a D8 for the final outcome. Subtract 20 from the roll needed, and roll higher than this on a D8. For example, if a roll of 24 was required, and you rolled 20 on the D20, keep going. You need to roll higher than a 4 on the D8.

For rolls less than 2, Use a D20. You only lose the roll if you roll a "1."

●5300 H-T-H ATTACKS

5310 **DEXTERITY BONUS**
5320 **ATTACK STRATEGY**
5330 **LOCATION**
5340 **ENCUMBERANCE**

5310 DEXTERITY BONUS

When calculating chances to hit, characters must add their Attack Bonus (the first number of their Dexterity ADC). Thus, a character who needed a 6 or higher to hit with a sword would need a 7 or higher given a Dexterity ADC of +1/3 (the /3 is the Dodge Bonus and is not of concern here). ■

5320 ATTACK STRATEGY

With hand to hand weapons, many strategies are possible. On the table below, the column to the right of the attack type is the damage multiplier; next is the penalty to hit. Further right is a column listing the vunerability of the attacker during different strategies. The next Advantage column lists the penalty to the character's Advantage for the round following the attack.

T5320 HAND-TO-HAND ATTACK TYPES

ATTACK TYPE	x DAMAGE	TO HIT	TO BE HIT	NEXT ADVANTAGE
SLASH	x1	+0	+0	NORMAL
JAB	x(1/2)	-2	+0	NORMAL
DOUBLE SLASH	x1	+5	+0	NORMAL
DEFINITE	x1	-5	-5	NORMAL
CAREFUL:+5CRIT	x1	+5	+0	NORMAL
LUNGE	x2	+3	-2	-8
OVERHEAD SWING	x3	+4	-2	-8
RUNNING SWING	x3	+3	-2	-8

5330 LOCATION

Attacks need not always be for the body of the opponent. Below is a table of various body locations for basically human shaped creatures. Strategy of attack is taken into account in different columns. The numbers listed after slashes are the penalties to hit different locations. Non-human shaped creatures are described for combat purposes in their ARMOR section (see 3.1200 for details).

Note that this table includes a column for attacks at range. This table will be references to in the range attacks section.

T5330 BODY LOCATIONS

ROLL:	LOCTN:	SLASH	JAB & LUNGE	OVERHEAD	RANGE
1-13	BODY	1-20/+1	1-20/+2	1-20/+0	1-20/+0
14	U ARM	1-10/+1	1-15/+2	1-16/+5	1-15/+5
	L ARM	11-16/+2	16-19/+4	17-19/+7	16-19/+7
	HAND	17-20/+6	20/+10	20/+12	20/+11
15-16	U LEG	1-12/+1	1-14/+1	-/-	1-10/+1
	KNEE	13-14/+7	15/+7	-/-	11-13/+8
	L LEG	15-18/+2	16-19/+4	-/-	14-18/+4
	FOOT	19-20/+6	20/+8	-/-	19-20/+8
17-20	GROIN	-/-	1-13/+5	-/-	1-8 /+10
	NECK	1-8 /+7	14-15/+8	-/-	9-11/+11
	HEAD	9-20/+5	16-20/+6	1-20/+2	12-20/+9

5340 ENCUMBERANCE

Characters carrying heavy loads will slow themselves down considerably. Carrying a small shield carries along with it a penalty of +1, a large shield, +3. Carrying 0 or 1 load mass is no hinderance. Carrying 2 load masses makes a character +4 to hit. With 3 load masses, no attacks may be made in hand-to-hand combat.

5400 RANGE ATTACKS

5410 **AIM BONUS**
5420 **LOCATION**
5430 **AIMING**
5440 **SPECIAL TYPES**
5450 **FIRING IN A CROWD**

5410 AIM ADC

When making a range attack (throwing, launching, firing, or sending an orb or bolt), add the character's Aim ADC to the basic number needed to hit. Thus, a character with an Aim ADC of -1 would need a 20 to hit a target with a knife at 15 meters. ■

5420 LOCATION

The various body locations and penalties to hit them are listed in section 5330.

5430 AIMING

Almost any sort of range attack benefits from care and preparation. The following table lists the bonuses for aiming.

T5430 AIMING

WEAPON:	AIMING			LEAN	PRN	SCOPE		IR	TRACER
THROWN	-4								
ORB	-4	-4		-2	-4				
BOLT	-4	-4		-2	-4				
LAUNCHED	-4	-4		-2	-4				
PISTOL	-4	-4		-2	-4	-8		-4	
RIFLE	-4	-4	-4	-2	-4	-8	-4	-4	-4

EACH BONUS TAKES 1 ROUND TO GAIN. LEAN AND PRONE MAY NOT BOTH BE TAKEN. BONUSES MUST BE TAKEN IN ORDER FROM LEFT TO RIGHT. CHARACTERS ARE NOT OBLIGATED TO CONTINUE TO TAKE BONUSES IF THEY DON'T WANT TO. YOU MAY STOP AT ANY TIME.

5440 SPECIAL TYPES

5441 **QUICK DRAW**
5441 **SNAP SHOT**
5441 **STRAFE**

When attacking at range with pistol weapons, attackers have several options available to them. The table below lists the attacks with their associated penalties. Descriptions follow.

T5440 SPECIAL RANGE ATTACK TYPES

ATTACK TYPE	APPLIES TO	PENALTY
QUICK DRAW	PISTOLS	+6
SNAP SHOT	MUTATIONS & PISTOLS	+10
STRAIF	PULSAR & CAPSULE LAUNCHER	+6

For example, if a character with a blaster rifle and scope was prone when firing, and spent 4 rounds aiming, a -20 to hit bonus would result. This is -4 for the first two rounds (just aiming the weapon), -4 for being prone, and -8 for using the scope.

5441 Quick Draw

The quick draw is an attempt by a character to unholster an energy weapon and fire it all in one quick motion. Quick draws take one round and are +6 to hit. The advantage of the quick draw is that it allows characters with energy weapons to arm themselves quickly in a situation where they don't want to be carrying their energy weapon in open view.

5442 Snap Shot

If a character hears a sound from behind, and wants to fire without even looking to see what's there, a snap shot is made. Attackers employing this method hope to see their targets for an instant before firing. If an attacker makes a snap shot attack and it turns out that there was no target, there is a chance that the weapon was fired. If the roll of a D20 is 16 or higher the attack was not made. This roll is **only** made if no target exists. If there is a target, the snap shooting character will always fire at it.

5443 Strafe

A strafe attack occurs when a rapid fire weapon is used against more than one creature. Only pulsars and capsule launchers may make strafe attacks. During a strafe, the weapon pans across a row of opponents in the hope of hitting as many of them as possible. If 10 shots are fired in a round, then 10 rolls to hit must be made. Each roll to hit wil be +6. When changing targets, one shot automatically misses.

5450 FIRING IN A CROWD

If a creature misses while making a range attack, there is a chance that the attack struck someone other than who it was intended for. If miss occurs on a range attack where other creatures are present roll a D20. If the D20 rolls (Roll to Hit +10— Sum of Tens Digits Of Constitution) or higher, someone was hit. The ROll to Hit used is the same one that missed.

●5500 DEFENSE

5510 **BLOCK & DODGE**
5520 **EVADE**
5530 **SHIELD**
5540 **ENCUMBERANCE**

5510 BLOCK & DODGE

When characters know they are being attacked, they *usually* try to get out of the way (characters often decide to attack while being attacked). The basic strategy of defense is the Block/Dodge. Characters use whatever weapon they have to block the attack, while at the same time trying to dodge the attack. The Dodge bonus is the second number in a Dexterity ADC. The blocking ability of various weapons are listed on the table below. For example, if Cle-Andrithell Lormer was being attacked by a creature which needed a 6 or better to hit her with a sword, by making a Dodge/Block, the attacker needs a 14 or better to hit (+4 to hit for the block of sword vs. sword, and +4 for Cle-Andrithell's Dodge bonus of 4).

T5520 BLOCKING TABLE

BLOCK BONUS	WEAPON	BLOCK BONUS	WEAPON
+4	SWORD 2SWORD LSWORD	+5	STAFF
+2	AXE TYPES	+3	CLUB MACE
+2	SPEAR	+1	MORNING STAR

■

5520 EVADE

An Evade is an *all out attempt* to remove oneself from an attack. Characters will do whatever they can to prevent from being hit, even fall down. Evading characters are **very** hard to hit. Evade bonuses are based upon Dodge bonuses. At close ranges, simply multiply the Dodge bonus by 3 to get the Evade bonus. At longer ranges, use the table below to determine the multiplyer. Characters fall after making an Evade on a roll of 16 through 20 (add a character's Attack bonus to the roll if desired). Characters who fall down are -4 to Advantage, and +4 to hit opponents. Those attacking prone opponents are +4 to Advantage and -4 to hit their prone defenders.

T5520 EVADE MULTIPIERS

MULTIPLY THE CHARACTER'S DODGE BONUS BY THE NUMBERS UNDER EACH RANGE:

RANGE IN METERS						
0-2	2-6	6-10	10-30	30-70	70-120	120-300
x3	x3	x3	x3	x4	x5	x6

5530 SHIELD

By carrying a small shield, characters are +3 to be hit. Large shields make characters +5 to be hit.

5540 ENCUMBERANCE

Carrying 2 load masses makes a character -4 to be hit. Characters with 3 load masses or more are fully encumbered and are -8 to be hit.

●5600 SUCCESS

5610 **ADD IT UP & ROLL**
5620 **CRITICAL ROLL**
5630 **DESCRIPTION OF MISS**

5610 ADD IT UP & ROLL

Now's the time that the D20 is rolled to determine whether the attack succeeded. Here's the order of events:

1. Everyone rolled advantage on a D20.
2. Characters with the highest Advantages went first.
3. Actions were made depending upon whether the character had a high enough Advantage roll.
4. Section 5210 was used to find the basic roll to hit due to the weapon used. Skill bonuses were also applied.
5. Section 5310 was used for hand-to-hand attacks, adding in the character's Dexterity bonus.
6. Section 5410 was used for range attacks, adding in the character's Aim bonus.

If everything was done right, roll that D20! Remember, if the Roll to Hit is 7, the player needs to roll 7 or higher on a D20. ■

5620 CRITICAL ROLL

Whenever a hit is made, a D20 is rolled to see if anything special happened. Roll if 18 through 20 indicate a "Critical Hit." This is an indication that a vital organ was injured. Rolls if 1 through 3 indicate a "Grazing Blow" which inflicts less damage than normal. Each of these *special occurances* are examined below:

T5620 CRITICAL ROLL

CRITICAL ROLL:	RESULT:
1-3	1/10 (ONE TENTH) NORMAL DAMAGE "GRAZING BLOW"
4-17	NORMAL ATTACK, NORMAL DAMAGE
18-19	A "CRITICAL HIT." DAMAGE MULTIPLIED BY 2. TAKE THIS INTO ACCOUNT BEFORE ARMOR.
20	A "SIZED CRITICAL HIT." DAMAGE IS MULTIPLIED BY THE DEFENDER'S ARMOR COST MULTIPLIER. TAKE THIS CRITICAL INTO EFFECT AFTER ARMOR.

5621 **Critical Hits**

A critical hit indicates that some vital organ has been struck. For rolls of 18, double, and , on a roll of 19, triple, damage. On a roll of 20, damage remains the same until armor is subtracted from damage, then the remaining damage is multiplied by the defender's Armor Cost Multiplier.

5622 **Grazing Hits**

Rolls of 1 through 3 indicate that the perimeter of a creature's body was hit; damage was almost indirect. Divide damage by 10 in cases such as these, rounding down. Thus, 45 points of damage would become 4 points.

5640 DESCRIPTION OF MISS

When characters hit or miss, it's a good idea to know why. Assume an attacker needs a basic 6 to hit the body of an opponent. If the defender Blocks and Dodges (each +4 to hit), this brings the Roll to Hit to 14. On a roll of 1 through 6 on the D20, indicate the swing was poor; on a 7 though 10, the defender Dodged well; and on an 11 through 14 that the defender's weapon blocked the attacker's weapon successfully.

5700 DAMAGE

5710 **WEAPON, STR, & ARMOR**
5720 **STRATEGY & CRITICAL MULTIPLYER**

5740 **RESULT**

5710 WEAPON, STR, & ARMOR

If a hit was made, damage must be rolled. Energy weapons and mutations have precomputed damages. Primitive weapons inflict damage based upon the weapon type and the Strength of the user. The weapon tables in section 5200 list the damage done by each weapon. For primitive weapons, dice are rolled. Roll damage. Multiply this number by the character's Strength ADC, adding points when done. On the table below is a listing of every armor type and every damage type. Find the number at the intersection of interest (use the armor of the defender). Subtract that many points away from the damage. This result is the number of Hit Points and Stamina points damage the defender suffers. If a character's Hit Points go to 0, that character dies.

T7510 ARMOR

	HID	FUR	CRG	BON	MAL	CRP	MET	GRN	BED	ERP	THL	SCL
BULK	3	5	5	3	.	5	30	25	50	.	30	10
EDGE	5	10	15	20	*	40	*	50	*	.	*	10
POINT	5	8	5	10	5	25	40	35	50	.	100	10
BLASTER	.	.	5	5	.	15	15	40	10	*	20	10
CEP	.	.	.	.	.	20	10	25	.	*	15	10
DISINT	.	.	.	.	.	15	20	25	5	*	30	10
LASER	.	.	.	5	.	10	10	15	.	15	15	10
PARLYR	.	.	.	.	.	.	.	*	.	*	.	10
PULSAR	.	.	.	.	.	.	.	3	.	5	3	3
REVRTR	.	.	.	.	.	.	.	.	.	.	.	.
SONIC	.	.	5	.	.	5	5	50	.	*	.	10
STUNR	.	.	.	.	.	.	.	*	.	*	.	10
ACID	.	.	.	.	.	.	.	5	.	5	.	10
COLD	5	8	10	.	.	10	10	22	25	*	20	10
HEAT	5	8	5	4	.	25	10	25	10	*	50	10

THE ARMOR PROTECTION AGAINST POINT IS CUT TO 1/2 NORMAL WHEN THE DAMAGE IS DUE TO AN ARROW. IF A * APPEARS FOR AN ARMOR LISTING, THEN THAT ARMOR IS TOTALLY IMMUNE TO TO THAT DAMAGE TYPE. IF A * APPEARS AGAINST EDGE DAMAGE, DIVIDE THE DAMAGE DONE BY 3 AND TREAT IT AS BULK DAMAGE. A PERIOD INDICATES THAT THE ARMOR STOPS NO DAMAGE.

● BEGINNER SHOULD TRY OUT WHAT THEY HAVE LEARNED THUS FAR BEFORE TRYING TO GO INTO MORE DETAIL. ■

5720 STRATEGY & CRITICAL MULTIPLYER

The Attack Strategy used in section 5320 often multiplies damage. Apply this multiplyier **before** subtracting for armor.

For critical rolls of 18 and 19, multiply damage by 2 **before** subtracting fo armor. For critical rolls of 20, multiply damage **after** subtracting for armor.

5740 RESULT

5741 **FALLING DOWN**
5742 **UNCONSCIOUSNESS**
5743 **SEVERING LIMBS**
5744 **DEATH**

The following is a table containing the damage multiplyiers from section 5330, and a few new ones. Those under the STA column multiply the damage and are subtracted away from Stamina points instead of Hit Points. Characters with 0 Stamina are unconscious (see section 5743 for details).

T5740 DAMAGE DUE TO LOCATION

	xDAM	xSTA	SPECIAL		xDAM	xSTA	SPECIAL
HEAD	3	4		GROIN	3	4	x3 FAL
NECK	3	3		U LEG	1/2	1/2	x1 FAL
BODY	1	1		L LEG	1/2	1/2	x2 FAL
U ARM	1/2	1/2	x1 DP	KNEE	1/2	1/2	x4 FAL
L ARM	1/2	1/2	x2 DP	FOOT	1/2	1/2	x3 FAL
HAND	1/2	1/2	x4 DP	WING	1	1	x1 FAL

DP=DROP ITEMS IN HAND. FAL=FALL DOWN.
IF THE DAMAGE DONE IS BULK, DOUBLE THE NUMBER OF STA LOST ON A ROLL OF 5 OR 6 ON A D6.

A term we will need to become familiar with is "Damage Multiple." This number is calculated by dividing the damage done by the defender's Armor Cost Multiplyer, after all multipliers have been taken into consideration. Thus, if a Human of Constitution 23 suffered 14 points damage (after armor and all multipliers) from a sword wound, the Damage Multiple would be 7 (14 / 2 = 7, the Human's Armor Cost Multiplyer is 2).

5741 Falling Down & Dropping Things

Characters hit in the legs or groin often topple over; characters hit in the arms often drop things. Divide damage after armor and location by the defender's Damage Multiple. Multiply this number by the multiplier in the SPEC (special) column of the above table. If this number or lower can be rolled on a D20, the character falls for leg or groin attacks, and drops things for hand or arm attacks.

5742 Unconsciousness

Characters fall unconscious if their Stamina points ever fall below 0. Table T5740 has a column labled STA which is the damage multiplier for Stamina points. For example, if 10 points of damage were inflicted to a defender's arm, only 5 Hit Points and 5 Stamina points would be lost, but if 10 points damage was inflicted to the head of a defender, 30 Hit Points, and 40 Stamina points would be lost.

Roll a D6 on the following table to determine how long an unconscious character sleeps. Divide the roll by 2 for gas attacks.

T5742 UNCONSCIOUSNESS

USE THE ROLL OF A D6 BELOW

ROLL:	UNCONSCIOUS FOR:	ROLL:	UNCONSCIOUS FOR:
1	2D20 SECONDS	4	2D20 MINUTES
2	D3 MINUTES	5	D6 HOURS
3	D20 MINUTES	6	D20 HOURS

5743 Severing Limbs

Damage done by blasters and edge attacks (swords and axes) can sever limbs. If the number of Damage Multiples done to a limb exceed those listed below (be blasters or edge weapons), the limb is severed. Green crystals catalyze the growth of new limbs.

T5743 SEVERING BODY PARTS

LOCATION:	MULTIPLES NEEDED:	LOCATION:	MULTIPLES NEEDED:
BODY	20	ARM PARTS	5
NECK	10	LEG PARTS	10

5744 Death

Characters with less than 1 Hit Point will die without medical care. Those with less than -1x(Armor Cost Multiplier) die immediately. Referees must carefully restrict the ability of life saving techniques. Healers cannot bring back the dead.

5800 SPECIAL

5810 **ADVANTAGE MODIFIERS**
5820 **SURROUNDINGS**
5830 **HANDED ATTACKS**
5840 **POSITION OF AN ATTACKER**
5850 **ENTANGLEMENT**
5860 **ADVANCES**
5870 **REST**

These rules are optional.

5810 ADVANTAGE MODIFIERS

T5810 ADVANTAGE MODIFIERS

MODIFIER:	REASON:
+6	RUNNING INTO A H-TO-H COMBAT
+6	DEFENDER IS ON THE GROUND IN H-TO-H COMBAT
-4/-8	DARK/PITCH BLACK
+4	OPPONENT BACKED AGAINST A WALL
+4	FLANKING A DEFENDER (USUALLY MORE THAN ONE ATTACKER IS REQUIRED TO ACHIEVE THIS)
+6	BEHIND A DEFENDER

5820 SURROUNDINGS

T5820 SURROUNDINGS

PENALTY H-H:RNG	SITUATION	PENALTY H-H:RNG	SITUATION
+2:+4	VERY BRIGHT LIGHT	+4:+2	RAIN
+2:+4	TWILIGHT	+6:+4	STORM
+6:+8	DARK STARS+MOONS	+2:+0	IN A CRAMPED ROOM
+10:+12	TOTALLY DARK	-:+6	IN A TREE
+0:+2/5M	VERY FOGGY	-10:+0	INVISIBLE ATTACK
+2:+4/5M	EXTREMELY FOGGY	+10:+20	INVISIBLE DEFEND

5830 HANDED ATTACKS

Characters using the wrong hand are +8 to hit. Characters using both hands suffer a +4 penalty on each. The correct hand will be +4, and the wrong hand will be +12 (+4 for both hands +8 for wrong hand).

5840 POSITION OF AN ATTACKER

T5840 POSITION OF ATTACKER

H-H:RNG	POSITION	H-H:RNG	POSITION
-:-	SPRINTING	-:+10	GRAVER TOP SPEED
+0:+8	RUNNING	+0:+2	IN AIR
+0:+4	JOGGING	+2:+6	IN AIR SLOW
+4:+2	ON THOMBO	-:+10	IN AIR AT TOP SPEED
+6:+8	GALLOPING ON THOBMO	-:+6	ON TALMARON
+8:+12	TOP SPEED ON THOMBO	-:+8	ON TALMARON SLOW
-:+2	ON BOCHIGON	-:+16	ON TALMARON TOP
-:+6	RIDING A BOCHIGON		
+2:+8	ON GRAVER		
+4:+2	GRAVER SLOW SPEED		

T5840 FOOT MOVEMENT

MOVING TOWARDS OR AWAY OF THE ATTACKER:		MOVING ACROSS THE VIEW OF THE ATTACKER	
PENALTY	MOTION TYPE	PENALTY	MOTION TYPE
SP/12	SPRINT	SP/6	SPRINT
SP/4	RUN	SP/2	RUN
SP/8	JOG	SP/4	JOG

5850 ENTANGLEMENT

Characters using morning stars can entangle their opponent's weapons. The basic roll to hit is a 18 or higher. Treat this as an attack, remembering that second attacker is -6 to hit. An entanglement attack cannot be made unless the opponent is attacking. If successful, it supercedes the attacker's strike. For each round of entanglement, each combatant rolls a D20 for "release." A roll of 18 through 20 indicates that the weapon is grabbed out of the opponent's hand. **Both** opponents make this roll. Rolls of 1 though 7 (or 9 if clean edged weapons are used) results in disentanglement. The 18 or higher roll is changed by the Strenght of characters. Divide one character's Armor Cost Multiplier from the other (place the larger number on top, and round up). Multiply this by 2. Stronger characters need roll this much less than 18 to pull the weapon away, weaker characters need roll than much higher (substanciall weaker opponents will never succeed).

5860 ADVANCES

Characters attacking opponents with longer pole arms cannot attack hand-to-hand. Their opponent also recieves a +4 to advantage. To advance into weapon range, roll an 18 or higher on a D20. Treat this as a hand-to-hand attack. Once in range, the character with the pole arm is unable to attack, and the advancing character is +4 to advantage. The same system applies for fist and leg attacks against armed opponents.

5870 REST

Characters need to rest from time to time in combat. The number of rounds a character can go without rest in combat is (Armor Cost Multiplier+1) rounds of attacking and defending. When both opponents have non-combat advantages, they often rest. Once they rest for a round, the cycle starts over again. Without rest, characters become -2 to Advantage and +2 to hit each round.

CHAPTER 3: ENCYCLOPEDIA OF JORUNE

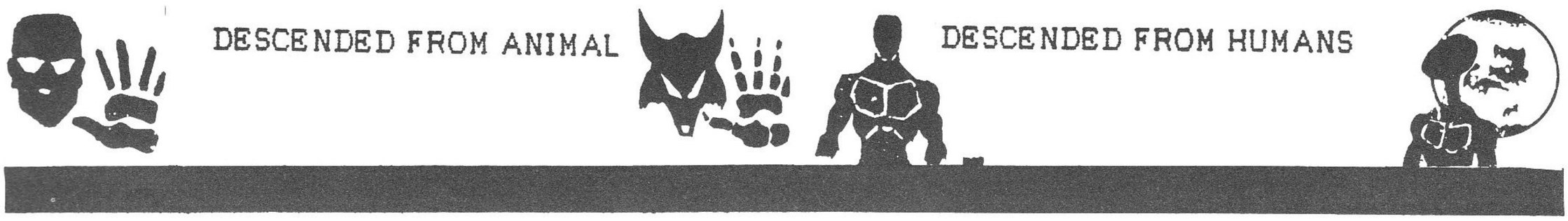
1000 **CREATURES**
2000 **MUTATIONS**
3000 **ITEMS**
4000 **SKILLS**

1000 CREATURES

1100 **INTELLIGENT CREATURES**
1200 **NON-INT CREATURES**

1100 INTELLIGENT CREATURES

The charts included in the creature tables are explained in sections 1110 to 1190 after the creature descriptions.



11 3.01 ACUBON

GENERAL SPECS

WSIZ: D5	LEVEL/ELEVEL BONUS: +0/+10
WPFC: 1	ADV/CRITICAL BONUS: +0/+0
INT : Human	EXPERIENCE POINTS : 25
LANG: *AC & 5%ET	BONUS: If Lfreeze L*10

CREATURE CHARACTERISTICS

CHR	ROLL	AVG	ADC	CHR	ROLL	AVG	ADC
CON:	2+16	23	+0/+0	STR:	2+15	22	x2+0
DEX:	2+12	19	+0/4	AIM:	2+16	23	-1
REC:	3+12	22	D5	SPD:	3	10	10/6/3
ED :	D6	3	+0	STA:	3+30	40	40

ARMOR

BASIC = SKIN

HEAD =	x1
BODY =	x1
WINGS =	--
ARMS =	x1
LEGS =	x1

MUTATIONS

NAME	LEVEL	CHNC	USABLE
Night Eyes	0	100%	C
Lightning Freeze	10	25%	L-9

50% CHANCE OF HAVING A SPEAR.
ONLY +4 TO HIT UNDERWATER, NOT +8.

The Acubon is an intelligent amphibian which inhabits fresh water lakes. Acubon live in small underwater villages where they collect and consume a kelp-like vegetation. Although they can breath air for prolonged periods of time they will lose 1 Strength point each day they stay out of the water.

Acubon are slightly larger and stronger then Humans. Their rough, leathery skin is not nearly as tough as it looks; it is more of a membrane connecting them to their aquatic environment. Acubon fight with swords as do most creatures, but prefer the spear, as it is easier to manuever underwater. Acubon are not eager for battle, but they will fight viciously if their faith or race is insulted.

The females of the Acubon race are the same size as the males and both genders respond similarly to most circumstances. An inexplicable exception to this rule is that Acubon males are terrified out of their wits by female Pundit, which emit some sort of odor associated with their gender. Whatever this odor is, it totally breaks down the thought processes of male Acubon. Acts of great insanity have been performed by male Acubon suffering from this reaction.

The face of an Acubon is rather blank and expressionless when engaged in converstion. These creatures pay extreme respect to those they speak to. Acubon do not appreciate being interrupted. Their chests are a bit oversized to contain lungs as well as a membranous gill system capable of extracting oxygen from air.

The leaders of these aquatic tribes are usually dedicated to the religious doctrines of the Acubon. Their religion is very ritualistic. The water speaks to them, warning them of the evils borne by the land creatures, but their mythology speaks highly of adventure and glory. Occasionally, an Acubon will leave the water and seek out creatures of other races. Such Acubon are called seekers and their company is respected by creatures of most all races. Although not naive, Acubon travelling in this way will know little of the geography and creatures which surround their homes. Strangely enough, Acubon have always had a good rapport with the Shanthic race.

As a requirement of underwater communication, Acubon speech is heavily click-and-pop oriented; these sounds travel the best underwater and are easily produced. Although non-Acubon will speak their language with an atrocious accent, it all evens out when Acubon make attempts at Entren; being unused to simple consonants and vowels, they slur sounds and often transpose words.

Acubon villages are located underneath lakes in vast, excavated chambers. Although these catacombs are air filled, numerous pools and underground rivers connect their homes with water. There are usually entrances to these villages that do not require an underwater trek; carefully hidden openings lie above their village.

11 9.03 BOCCORD

GENERAL SPECS

WSIZ: D5	LEVEL/ELEVEL BONUS: +0/+0
WPFC: L/2	ADV/CRITICAL BONUS: +0/+0
INT : Human	EXPERIENCE POINTS : 30
LANG: *ET	BONUS: 5&UP:Lx10

CREATURE CHARACTERISTICS

CHR	ROLL	AVG	ADC	CHR	ROLL	AVG	ADC
CON:	2+24	31	+0/-1	STR:	2+24	31	x3+0
DEX:	3+6	16	+1/3	AIM:	2+12	19	+0
REC:	2+24	31	D8	SPD:	2+12	19	20/12/6
ED :	3+6	10	+2	STA:	2+12	19	19

ARMOR

BASIC = SKIN

HEAD =	x1
BODY =	x1
WINGS =	--
ARMS =	x1
LEGS =	x1

MUTATIONS

NAME	LEVEL	CHNC	USABLE
Deflector	5	100%	L-4

Boccord are a race of creatures closely related to Humans. Although taller and stronger, they still retain many human characteristics. A Boccord's education usually focuses more on combat then specific talents. Female Boccord are nearly as strong as their male counterparts, but they are not as large. Their role in Boccord culture has little to do with child rearing. Although the females give birth, it is the males who are mostly responsible for child-rearing. After giving birth, the females usually seclude themselves from the rest of their tribe for the rejoin their clan fully only after the child has learned to walk without their aid. These women rarely fill subserviant roles. It appears that these methods of child rearing were adopted soon after the Boccord race grew to numbers, back around 800 P.C.

Boccord are populous in Burdoth, second only to Humans. Although just as friendly as Humans, they are more primitive in their tribal settings. Strangers found about their perimeters may be questioned, even detained. Although powerful, Boccord are not neccessarily violent.

Like the Human body, those of the Boccord have hardly adapted to **JORUNE**. They do, however, gain a mutated ability a few years after fully maturing. After level 5, they are capable of employing the "Power Orb" mutation to stop attacks. Details of this defense are described in section 2403.02 in this chapter.

1100.04 BOUDER

GENERAL SPECS

WSIZ: 1 BOUDER ONLY	LEVEL/ELEVEL BONUS: +6/+6
WPFC: 14+(L/2)	ADV/CRITICAL BONUS: +0/+0
INT : Human	EXPERIENCE POINTS : 20
LANG: *BU & *ET	BONUS: 10xL

CREATURE CHARACTERISTICS

CHR	ROLL	AVG	ADC	CHR	ROLL	AVG	ADC
CON:	1+4	7	+0/+2	STR:	1+4	7	x1-1
DEX:	3+16	26	-1/4	AIM:	2+30	37	-3
REC:	1+30	34	D8	SPD:	3	10	10/6/3
ED :	3D6+30	40	+14	STA:	3+90	100	100

ARMOR

BASIC = SKIN

HEAD =	x1
BODY =	x1
WINGS =	--
ARMS =	x1
LEGS =	x1

MUTATIONS

NAME	LEVEL	CHNC	USABLE
Detect Lie	0	100%	C
Feeling	0	100%	C
Orb Of Light	0	100%	C
Infinite Ear	0	100%	C
Infinite Eye	0	100%	C
Tumble	0	100%	L+10
Charm Creature	0	100%	L+10
Deflector	0	100%	L+1
Stiff	5	100%	L-3
Suspension Orb	5	100%	L-3
Penet Bolt Minor	10	100%	L/5

Bouder are an ancient race of creatures who make their homes in small rock silos. Bouder enjoy solitude, content to sit and watch the world change from their cozy stone dwellings. They are quiet seers; their existence is noticed but by a few. Bouder are willing to help most who discover their hidden conclaves. Although informative, their help will seldom take tangible form. Bouder can never be tricked or bribed out of their homes; assistance can be obtained by appealing to the Bouder sense of adventure and inquisitive nature. With a life-span of several hundred years, Bouder consider quests a pleasant change in their docile existances.

The body of the Bouder is very small. Their main talents lie in translating skills and mutational assets. Although quite powerful, Bouder rarely use their talents to any great extent. They always live out their lives as non-violently as possible. They will defend themselves surely, but few are the times when a Bouder launches any sort of attack before hostilities are obvious. Their typical strategy is to "stiff" a character mutationally, and then use a suspension orb on the helpless creature. Bouder then collect the items and weapons dropped by their suspended victims.

Bouder are fascinating conversationalists; their knowledge spans eras, and delves into many fields. They twitch a bit as they speak, a sign of the enjoyment they get out of sharing their information with others. Bouder homes always have well stocked

libraries. They are challenged only by the grand Thriddle collections in southern Burdoth (see chapter 1, section 7201.06 for details on the city of Tan-Iricid). Bouder enjoy the opportunity to chat with others, but are quite content to lead simple existences as cultural anthropologists, authors, and translators. Although not quite scientists by twentieth century Earth standards, they have studied many interesting facets of **JORUNE** in considerable detail. They know much about the Ramian culture and study in great depth the records left by the early descendents of colony members. Bouder occasionally find time to poke around ruins and dig up old bones. They are constantly working on something.

Bouder live in dense terrain where their homes are difficult to discover. Only during the first few years of a Bouder's life will it live among others of its kind. During these years, the Bouder child will be taught the old ways of its ancestors. Their language, "Boru", is only one of the many languages that Bouder learn during their lives. Although Bouder live alone, they welcome social calls. Perhaps once every few decades, a Bouder will journey into a town or village to purchase the few luxuries that nature does not provide.

1. 0.02 BLOUNT

GENERAL SPECS

WSIZ: D4	LEVEL/ELEVEL BONUS: +0/+0
WPFC: 0	ADV/CRITICAL BONUS: +0/+0
INT : Sub Human	EXPERIENCE POINTS : 10
LANG: *BL & 10%ET	BONUS: 3&UP:L*2

CREATURE CHARACTERISTICS

CHR	ROLL	AVG	ADC	CHR	ROLL	AVG	ADC
CON:	2+4	11	+0/+2	STR:	2	7	x1-1
DEX:	2+23	30	-2/5	AIM:	3+12	22	+0
REC:	1	4	D2	SPD:	2+6	13	14/8/4
ED :	0	0	0	STA:	2+4	11	11

ARMOR

BASIC = SKIN

HEAD =	x1
BODY =	x1
WINGS =	--
ARMS =	x1
LEGS =	x1

MUTATIONS

NAME	LEVEL	CHNC	USABLE
Power Orb	3	50%	L-1

WHEN IN THE SWAMP, MATHIN LIMILATE OFTEN AVAILABLE. SEE SECTION 3.3841.06 FOR A DESCRIPTION OF THIS LIMILATE.

The Blount is a reptillian creature that spends part of its time on land. Blount make theirliving foraging on swamp vegetation. Although they are not openly hostile to strangers, they prefer to be left alone. Blount are not organized in battle, but their numbers and knowledge of their territories give them an overwhelming advantage over intruders.

Blount are small creatures, approximately the size of Caji (one and one half meters). They have green skin covering what appears to be a flabby, poorly conditioned body. Their combat abilities are more impressive than their physical appearance. Their spears and hooked blade weapons paired with their power orb mutation make them more than able to drive away agressors. Their amphibian characteristics allow them to slip into and out of combat with ease.

The language of the Blount shares the sounds made by lizards, snakes and other dwellers of the swamp. Their attempts to speak Entren are at best poor. The few who bother to learn the language of these creatures find it worth the effort. Blount are eager to trade when given the opportunity, but hesitate when communication is a problem. As far out of contact from the rest of Burdoth society as they are, Blount don't know a good deal from bust. They will become outraged if they discover they've been cheated; clever characters are quick to exit the scene after a profitable day of trading.

The members of a Blount band reside in small swamp dwellings. Each mud hut holds one family. Their days are spent gathering food and exotic swamp vegitation. Free time is spent making crafts and limilates of various sorts. Blount are a very inquisitive race. When traders pass through their lands, they scurry about, collecting their possesions in the hope of obtaining something "Trarch constructed" as they call it (they idolize the weaponry of these creatures). Many of the limilates bartered about JORUNE are prepared by Blount hands. Their knowledge of herbal science and swamp life exceeds that of any other known race. The hideous mathin aroma is produced by Blount (See section 3.3841.06). No race of creatures other than Blount can withstand the odor of this root concoction. Blount privacy is usually not a major concern when mathin can be quickly prepared.

BLOUNT

11 \0.05 BRONTH

GENERAL SPECS

WSIZ: D4	LEVEL/ELEVEL BONUS: +1/+10
WPFC: 1	ADV/CRITICAL BONUS: +0/+0
INT : HUMAN	EXPERIENCE POINTS : 120
LANG: *BR & 65%ET	BONUS: 6&UP:10xL

CREATURE CHARACTERISTICS

CHR	ROLL	AVG	ADC	CHR	ROLL	AVG	ADC
CON:	4+110	120	-2/-4	STR:	4+110	120	x12+1
DEX:	2+8	15	+1/3	AIM:	2+15	22	+0
REC:	3+40	50	D20	SPD:	2+12	19	20/12/6
ED :	D8+2	6	0	STA:	4+110	120	120

ARMOR

BASIC = FUR

HEAD =	x1
BODY =	x1
WINGS =	--
ARMS =	x1
LEGS =	x1

MUTATIONS

NAME	LEVEL	CHNC	USABLE
Feeling	0	100%	3xL+2
Night Eyes	0	100%	C
Lightning Strike	6	100%	2xL-10

Bronth trace their ancestory back to the bears of ancient Earth. In the course of their mutated evolution they gained a fully intelligent brain, capable of language and reasoned thought. Their physical might paired well with their intellects; Bronth are masters of lands they occupy. They are the ruling creatures in Ros Crendor, a realm to the east of Burdoth.

Bronth are approximately four times the size and have four times the strength of Boccord. Although large, they are not clumsy. Bronth can wield their weapons with the best of them. When combatting weaker opponents, Bronth battle with valor and sportsmanship. Their courage, values, customs, and mannerisms make them well liked by most races; however, since the Ramian attack on their homeland in 2248 P.C., Bronth and Ramian have smoldered a dislike for one another. Ramian are not welcome in Bronth towns.

When speaking to Bronth, it is considered polite to look in their eyes. Although it's quite a neck stretch for Human-sized beings to look up 4 meters (a little over 12 feet), Bronth will usually disregard the words of those who are "down eyed." After adapting to this convention, talking with these furred gallants should be no problem. Even lesser creatures are not stigmatized in the eyes of Bronth. Players should not be discouraged from interaction, or fear for their lives based on the size of Bronth. Although they are larger than most of JORUNE's intelligent creatures, they respect life in all forms. Bronth absolutely abhore slavery and will band together upon word of slavers nearby.

Bronth are omniverous. Their diet consists of plants and wild game. Stragely, these bear descendents have trouble eating the seafood of JORUNE.

Bronth tribes are large, open camps, well organized and highly mobile. Although rare in northern Ros Crendor, they are common in the southern half of this realm. Much of the culture of Bronth and Humans combined during their peaceful occupation of Burdoth before the 2248 invasion of Ros Crendor. The two races now share a common architecture, musical instrumentation and theology. The Bronth's excellence in fighting is rarely exercised. They find needless combat distasteful except when displayed ritualistically. Unity of Bronth has always been great; stories of Bronth fighting Bronth are very rare.

BRONTH

1100.06 CAJI

GENERAL SPECS

WSIZ: D4	LEVEL/ELEVEL BONUS: +0/+0
WPFC: L/2	ADV/CRITICAL BONUS: +0/+0
INT : Human	EXPERIENCE POINTS : 10
LANG: *ET	BONUS: 1-5:Lx15 6&UP:Lx20

CREATURE CHARACTERISTICS

CHR	ROLL	AVG	ADC	CHR	ROLL	AVG	ADC
CON:	1+6	10	+0/+2	STR:	1+6	10	x1+0
DEX:	2+12	19	+0/4	AIM:	3+6	16	+1
REC:	1+6	10	D2	SPD:	3+6	16	16/10/5
ED :	2+12	19	+2	STA:	3+6	16	16

Caji are a higly advanced mutation adapted to the JORUNE environment. The ebb and flow of the planet's natural energy is used by Caji's in a variety of ways. Although they participate in the Human society, they are different from the non-mutated Earth descendants. Caji values and goals are distinctly different from those of Humans. Their lore revolves around Shanthic technology and the Narpis (described under its own heading in the non-intelligent creature's section); Caji capabilities parallel many of the Shanthic attributes. Many Caji's seek to acquire the mystical objects forged by Shanthas eons ago.

Caji are smaller than Humans, standing only about five and a half feet tall. Their bodies are weak by comparison. The Caji's power is one of adaptation. Their minds are capable of redirecting **JORUNE** energy in myrad ways. Although such talents are difficult to learn, the Caji mind is more than capable. Most creatures use their mutated abilities in an instinctive way. They don't understand them more than their function. Caji, on the other hand, understand the detailed complexities of the energy which permeates them. They are able to recast stored energy in the forms of orbs, bolts and mental powers. These abilities are described in detail in chapter 3, section 2000. The skills which Caji must learn are described under their own class heading in section 4103.

Referee note: To determine the mutations of a non-player character Caji, first determine the Caji's level. Chapter 2, section 5200 accomplishes this. The mutations selected for the Caji will not exceed this number. The determination of individual mutation is made by the use of die rolls. Other than level 1 muations, Caji will have D2 mutations of each and every level up to their level. Caji receive D6 mutations in the level 1 category for their zero and first levels. Thus, a level 3 Caji would have D6 level 1 mutations for having been level 0, D6 more level 1 mutations for being level 1, D2 level 2 mutations for being level 2, and D2 level 3 mutations for being level 3. To select mutations out of each level's list, make a die roll equaling the number of mutations. Thus, a D20 is rolled for each level 1 mutation, a D5 for each level 2 mutation, and a D5 for each level 3 mutation. If a mutation is rolled twice, roll it again. Caji's of very high level will be determined at referee's discretion.

Bend the rules a bit to balance out Caji. If all of their abilities were offensive, or all defensive, the character could never have survived long enough to make its debut.

Caji characters aren't wholeheartedly trusted by all Humans. Their great abilities make them suspect in cases of mysterious wrong doing. Although this form of prejudgice is growing out of style, there are still those who fanatically fear Caji.

The narpis is a creature heavily intertwined with the Caji culture. See section 1200.

11 0.07 CLEASH

GENERAL SPECS

WSIZ: D3	LEVEL/ELEVEL BONUS: +2/+5
WPFC: 5+(L/2)	ADV/CRITICAL BONUS: +0/+5
INT : Human	EXPERIENCE POINTS : 25
LANG: *CL & 15%ET	BONUS: 10xL

CREATURE CHARACTERISTICS

CHR	ROLL	AVG	ADC	CHR	ROLL	AVG	ADC
CON:	2+6	13	+0/+0	STR:	1+2	6	x1-1
DEX:	2+12	19	+0/4	AIM:	3+35	45	-5
REC:	1+2	6	1	SPD:	2+8	15	16/10/5
ED :	2	7	+1	STA:	3+50	60	60

ARMOR		MUTATIONS			
BASIC = BONE		NAME	LEVEL	CHNC	USABLE
HEAD =	x1	Infinite Ear	0	100%	C
BODY =	x2	Deflector	0	100%	L+3
WINGS =	--	Power Hold	0	100%	Lx2+2
ARMS =	x1	Quantum	0	100%	Lx2+2
LEGS =	x1	Lightning Strike	10	100%	L-9

Cleash are an intelligent form of insect type life, categorized by historians as demons of evil. It is evident that Cleash feel no remorse in killing. Their senseless slaughter of towns-people and travelers are proof of their bloodlust. They are despised in most of the ruled realms and must take up residence far away from established life. The race lives in great numbers far to the north, in the "Ice Fields of the Gilthaw" (Early Ice Fields).

The body of the Cleash is large, but physically weak. Because Cleash are poor in hand-to-hand combat, they rarely engage creatures at close range. Instead, they rely upon their mutations, which easily make up the difference. The hard crusty surface of the Cleash's body is similar to bone. Because of their great power and strong armor, occasional groups of Cleash can venture with safety into towns and cities to purchase capsules, crystals, armors and weapons.

Tales told by survivors of Cleash encounters are not well understood. Based upon the few experiences which creatures have lived to give accounts of, these creatures are as intelligent as Humans and are gifted with great cunning. They have never been treated with hostility by any of the post colony intelligent life forms, yet Cleash almost always attack on sight. Their origin is the greatest of all mysteries surrounding them; Earth scientists were unable to trace remains of their ancestors back further than a few thousand years. Polar expeditions found Cleash living in the ice fields, a habitat to which they are poorly adapted to. Stranger yet, odd tools of honed costruction were found about their encampments, demonstration of a more advanced technology.

Cleash always attack Shanthas, attempting to destroy them at any given opportunity. Cleash fanatically lay down their lives in the pursuit of Shanthic destruction. Although few Cleash live outside their northern realm, a place void of Shanthas, their numbers are great, and the peoples of JORUNE often discuss what plans they might possibly have.

Cleash encampments contain almost always fewer than fifteen members. The females of the race are very small and frail. The males of a Cleash village violently protect their territories. Cleash children are hatched from 10cm diameter eggs. If heated over a flame, these eggs become beautiful crystalline spheres. Cleash often kill their preborn children when in need of capital. Greed outweighs family instincts.

Also of interest is the Cleash ability to impose their will upon Scarmis. It is believed that Cleash give off brain signals of some form which cause changes in the minds of this powerful related species.

CLEASH

1100.08 **CORASTIN**

GENERAL SPECS

WSIZ: D3	LEVEL/ELEVEL BONUS: +0/+0
WPFC: D20 (EACH ROUND)	ADV/CRITICAL BONUS: +0/+0
INT : Semi Intelligent	EXPERIENCE POINTS : 200
LANG: *CT & 20%ET	BONUS: NONE

CREATURE CHARACTERISTICS

CHR	ROLL	AVG	ADC	CHR	ROLL	AVG	ADC
CON:	D100+200	250	-3/-6	STR:	D100+200	250	x25+0
DEX:	3	10	+2/2	AIM:	2	7	+4
REC:	3	10	D2	SPD:	2+20	27	28/18/9
ED :	0	0	0	STA:	D100+100	150	150

ARMOR

BASIC = HIDE

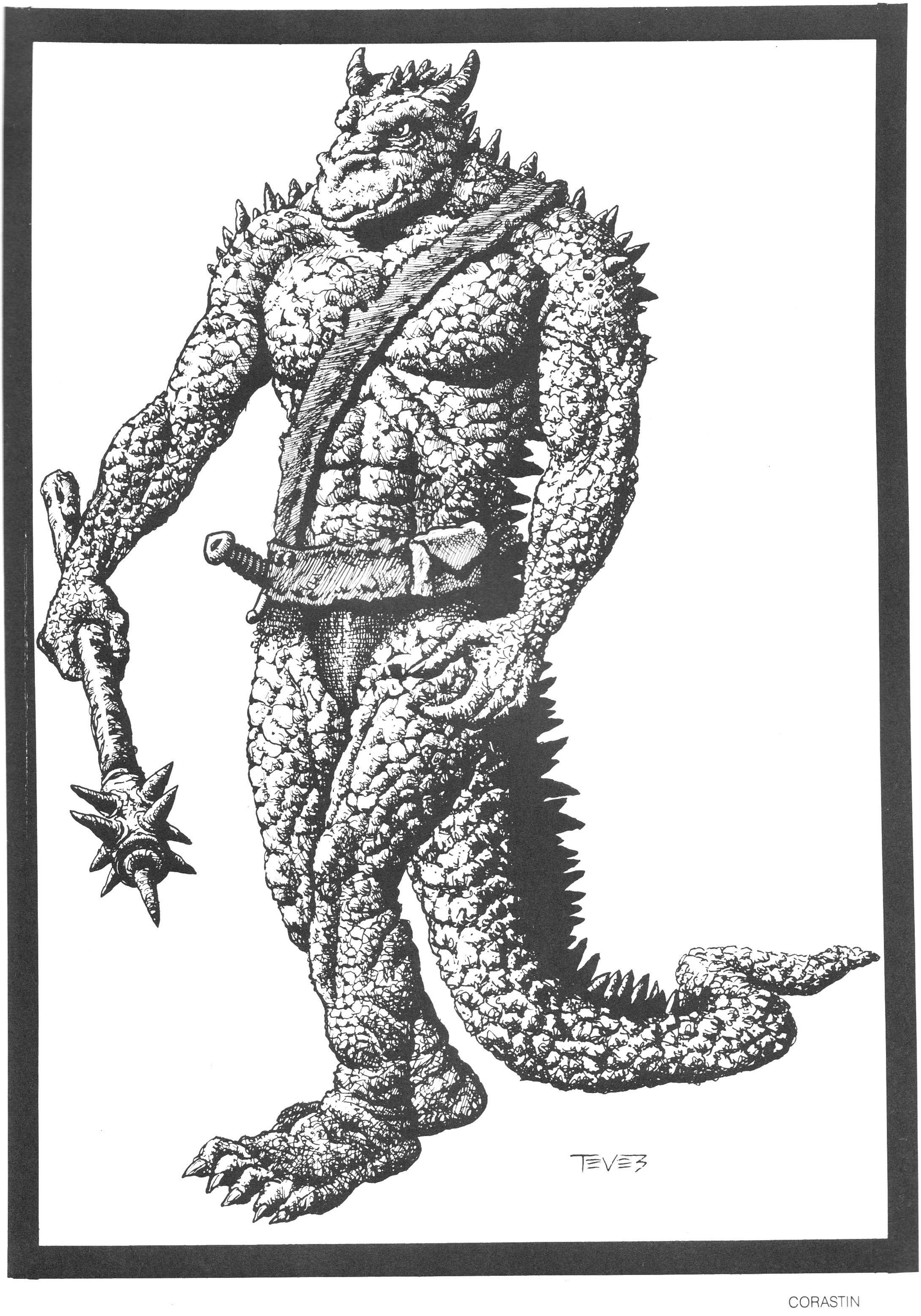
HEAD	= x1
BODY	= x2
WINGS	= --
ARMS	= x1
LEGS	= x1

CORASTIN: CORE-RAW-STIN

Of the intelligent creatures, the Corastin is the largest, though not the brightest. Corastin living in towns or small cities are friendly, but those found in the wilderness are often hostile to intruders; village Corastin are only semi-intelligent, but totally vicious. When found in town environments, they earn wages performing arduous tasks. They make inferior guards because their hearing and eyesight stink.

The four meter tall Corastin is covered by a heavy leather-like skin. Corastin enjoy bashing the life out of enemies with large maces that they fashion out of small trees. Although they symbolize strength and power, the Corastin's abilities in combat are somewhat limited. Smaller creatures are usually agile enough to evade their attacks. Corastin often surrender when a combat has turned against them. They value survival above dignity.

Corastin villages are very small. Collections of more than three families is unheard of. The members of Corastin villages hunt for food in surrounding areas. Daily treks of more than 20 miles are not uncommon. Corastin carry large spears when hunting. Rumor has it that some of the Corastin found in the southern region of Burdoth employ the canabalizing of intruders in their ceremonial practices.



CORASTIN

1100.09 CROID

GENERAL SPECS

WSIZ: D3	LEVEL/ELEVEL BONUS: +0/+0
WPFC: 0, 2x(L-15)	ADV/CRITICAL BONUS: +0/+0
INT : Semi-Intelligent	EXPERIENCE POINTS : 75
LANG: *CR & 5%ET	BONUS: 5&UP:5xL

CREATURE CHARACTERISTICS

CHR	ROLL	AVG	ADC	CHR	ROLL	AVG	ADC
CON:	5D10+120	160	-2/-4	STR:	5D10+120	160	x16+0
DEX:	2	7	+4/1	AIM:	2+24	31	-2
REC:	1	4	1PT.	SPD:	2+8	15	16/10/5
ED :	D8-4	0	+0	STA:	5D10+150	190	190

ARMOR

BASIC = CRUDGE

HEAD =	x1
BODY =	x2
WINGS =	--
ARMS =	x1
LEGS =	x1

MUTATIONS

NAME	LEVEL	CHNC	USABLE
Deflector	5	100%	2

The Croid is a heavy, slow moving brute that boasts incredible strength, but possesses only borderline intelligence. Croid are violently territorial, and bear malice even to the most benevolent of trespassers. Found when they settled in populated areas, they are more easily approached.

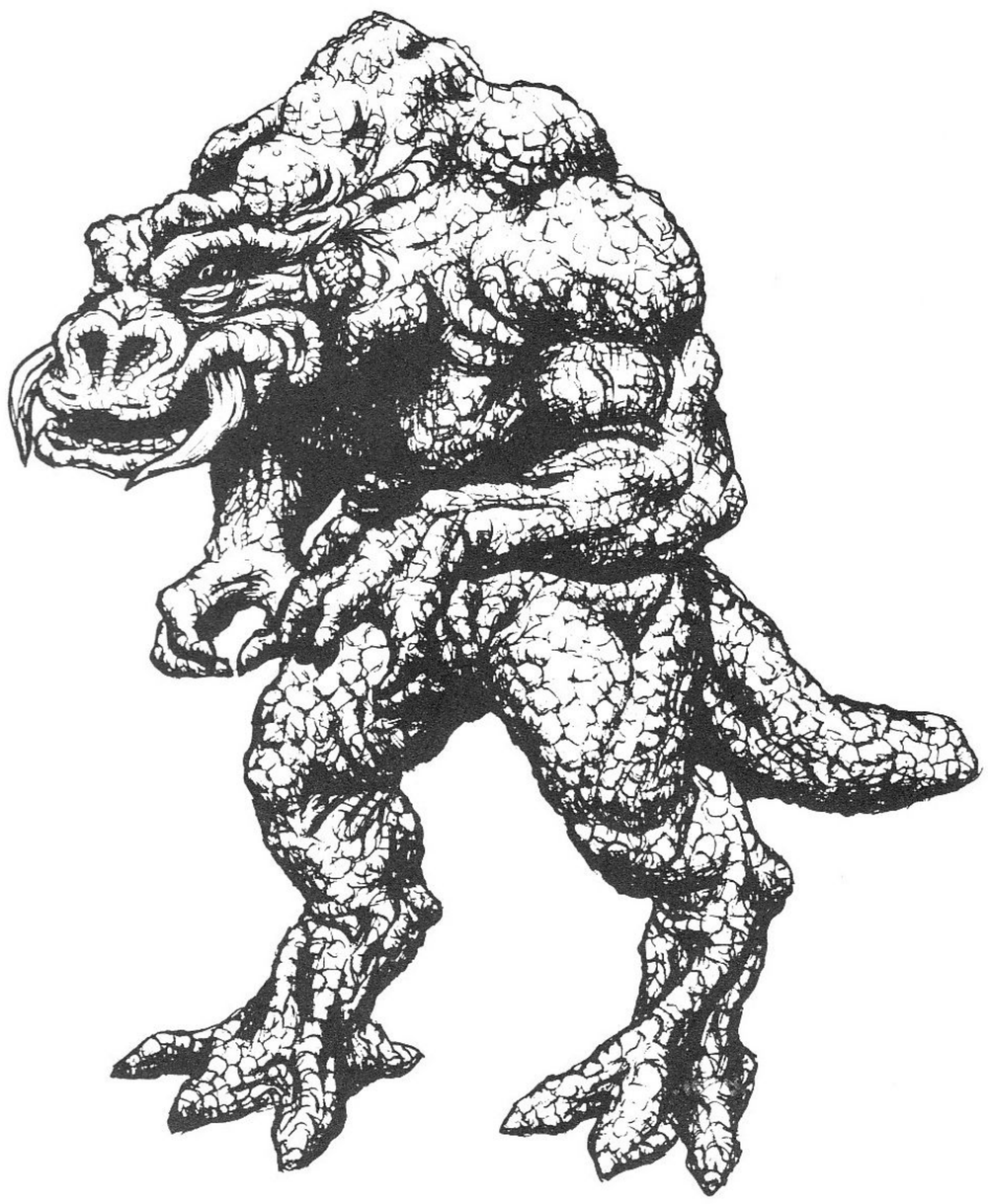
The stocky body of the Croid stands a little over 3 meters tall and has the Strength of four Barbarians. Covering this body is a thick crusty armoring called crudge. Croid prefer to battle with clubs and swords, using spears and battle axes in ceremonial combat. Croid have very delicate glands, just below their ears. All assaults upon this spot will inflict five times normal damage to the Croid; this location is not protected by any armoring. The gland is +8/+15 to be hit by hand-to-hand and range attacks repectfully. These penalties do not take into account the size of the Croid; add -5 to each of these when dealing with the average sized Croid.

Croid walk at a slow, lumbering pace, until they have succeeded in lulling their opponents into a false sense of security; at which time they lash out at their foes at greater than Human Speed (quite disproportionate with their size: add 15 to the Speed of the Croid. Their new specs are: Speed of 30, ADC of 30/20/10). Although they can put on this extra little burst of Speed for only 5 combat Rounds, that short period of time is usually enough; An old **JORUNE** saying (coined by Salrough Gomo) is "You can only underestimate a Croid once." Amongst themselves, Croid rarely fight or bicker over leadership and personal rank. They have no trouble following orders, but they are able to display creative actions of their own.

Croid often itch their bodies after being exposed to intense sunlight for more than a few minutes. Although their crudge armoring protects them from damage, instead of sweating, the cells in Croid skin grow, creating a greater surface area for cooling purposes. This extra skin soon flakes off, creating a powerful itching sensation. Croid are well aware of this vulnerability and will avoid extensive sunlight when faced with possible combat. This constant build-up of skin layers gives crudge its distinctive appearance. During hot spells, Croid commonly take to desolate areas where they can scratch without the threat of being attacked by creatures hunting for itching Croid.

The Croid's diet is hardly selective. They have no trouble eating anything they kill. Their diet includes all sorts of non-intelligent creatures found in their surrounding environment, and they relish the flesh of intelligent creatures they capture (an uncommon habit on **JORUNE**).

These reclusive oafs keep amongst themselves, inhabiting small valleys. Even in towns, Croid prefer solitude. Slung about the neck of each Croid are the skulls of defeated opponents. They take pride in their kills, a facet of their personalities which scares off many who do not desire to end up as Croid jewelry.



CROID

1100.10 CRUGAR

GENERAL SPECS

WSIZ: D5+1	LEVEL/ELEVEL BONUS: +0/+0
WPFC: 1	ADV/CRITICAL BONUS: +2/+0
INT : HUMAN	EXPERIENCE POINTS : 20
LANG: *CR & 35%ET	BONUS: If Lblast:+10xL

CREATURE CHARACTERISTICS

CHR	ROLL	AVG	ADC	CHR	ROLL	AVG	ADC
CON:	2+12	19	+0/+0	STR:	2+15	22	x2+0
DEX:	2+26	33	-3/6	AIM:	2+22	29	-2
REC:	2+20	27	D6	SPD:	2+33	40	40/26/13
ED :	D6	4	0	STA:	2+12	19	19

ARMOR

BASIC = HIDE

HEAD =	x1
BODY =	x1
WINGS =	--
ARMS =	x1
LEGS =	x1

MUTATIONS

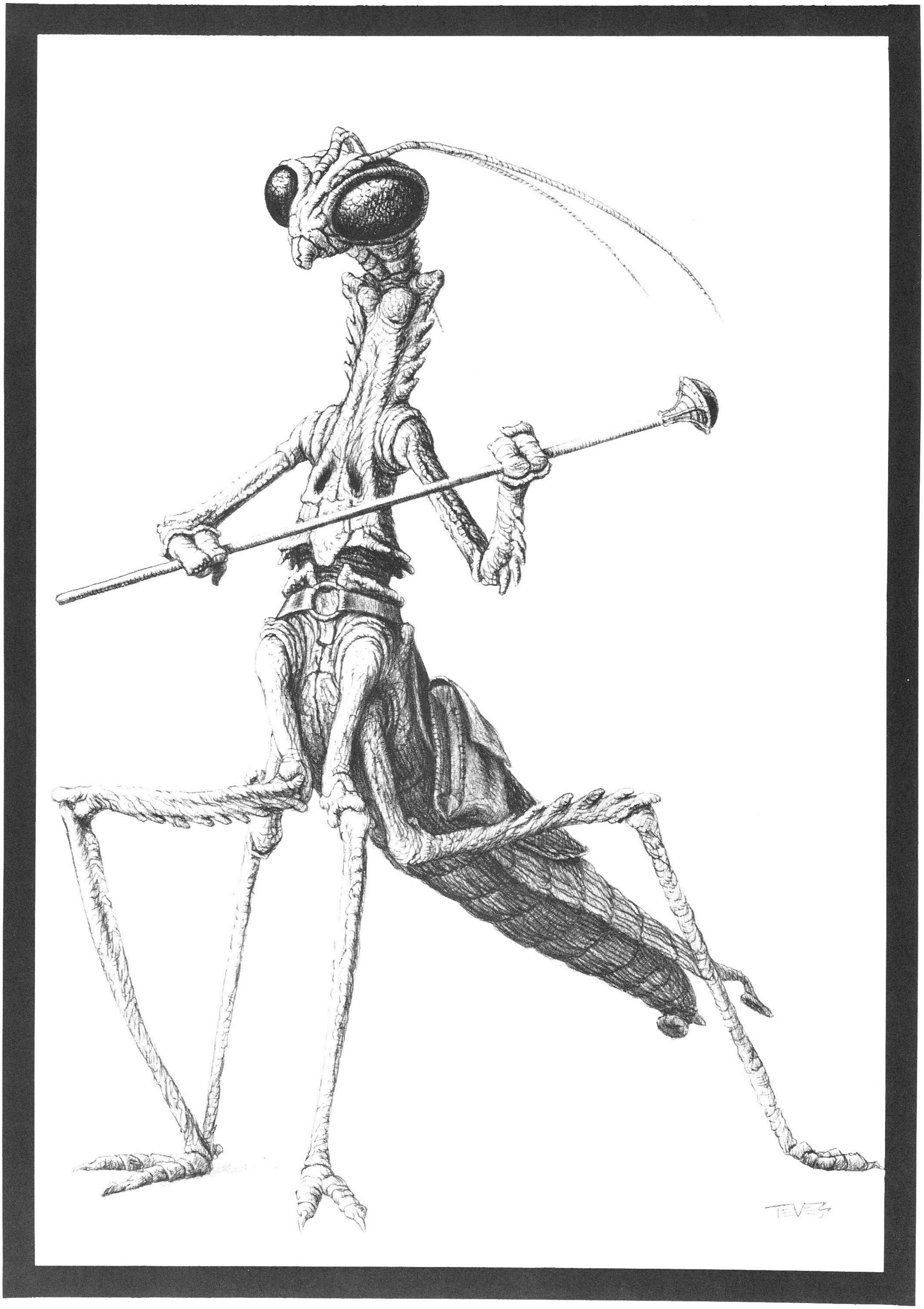
NAME	LEVEL	CHNC	USABLE
Night Eyes	0	100%	C
Lightning Blast	10	50%	L-8

Crugar, creatures related to the wildcats of Earth, are a sly race, capable of great treachery. Their intelligence is of Human calibre, but barely. Their evolution on JORUNE has given them bipedal capability, but in most respects, they are still very cat-like. The language of this race, "Chaun-tse", consists of thick, chewy snarls broken by growls and an occasional hiss. Understanding their speech is difficult, even for creatures fluent in the language; there is great variation in Chaun-tse from province to province. Crugar temperments are poor; these creatures often provoke combat without reason. Although not all Crugar encountered will be hostile, much of the recognized history dealing with these creatures in Burdoth's past portrays them as savages, ready to kill at a moment's notice. Worse yet, Crugar always squint their eyes when speaking (even to other Crugar), a curious habit which developed soon after their initial exile from Burdoth in 2212 P.C. Those unaccustomed to this trait may be intimidated by the Crugar's unfriendly gaze.

The religion of "Chen Ichi" is basic to all Crugar. This religion glorifies revenge above all other traits. The Ichi priests encourage capable leaders to found clans of their own. This process breaks Crugar tribes up when their populations exceed a few hundred. This pursuit has created great dissension amongst Crugar. Well organized, their total might could fell nearby Burdoth. Early on in their history the Crugar organized well enough to defeat this new realm, but were scattered by a Bronth force from Ros Crendor. Their second organized effort was planned by the great Chaln Docha (see the year 2817 in section 1.7120) whose clever tactics brought Crugar to the greatest unity the race has ever known. The overthrowing of Burdoth was averted by Chaln Docha's assassination only days before the invasion. Since this time the Crugar have continued their pocket organization which leaves little hope of a future unity.

The light brown skin of the Crugar is covered with short tan hair. Their bodies are Human sized, capable of tremendous speed when traveling on all fours. These graceful creatures look as if they are stalking even when moving casually. Their Human sized frames paired well with their dexterous talents. Crugar are well suited to the forest and its dangers. Their services as guides, translators and guards are easily purchased in western Burdoth. The north-western realm of Temauntro is haven to the majority of the Crugar race.

In their natural setting, Crugar are viciously territorial. Their encampments are always well guarded. Intruders are brought to the camp leader, called a "Tauch-kie", where their fates are decreed. The ancestral enemy of the Crugar is Woffen. These two races have an inspired hatred of one another that dates back to the "Nininrue Plague Slayings" of the fifteenth century P.C. Although numbers of both races are separated by great geographical distance, contact between the two usually degenerates into a bloody sprawl.



SCARMIS

11 0.11 DAEGON

GENERAL SPECS

WSIZ: D4	LEVEL/ELEVEL BONUS: +0/+0
WPFC: 0	ADV/CRITICAL BONUS: +0/+0
INT : Semi-Intelligent	EXPERIENCE POINTS : 20
LANG: *DM & 5%ET	BONUS:

CREATURE CHARACTERISTICS

CHR	ROLL	AVG	ADC	CHR	ROLL	AVG	ADC
CON:	2+6	13	+0/+0	STR:	2+14	21	x2+0
DEX:	2+15	22	+0/4	AIM:	3+15	25	-1
REC:	2	7	D2	SPD:	3+5	15	16/10/5
ED :	D6	4	+0	STA:	2+6	13	13

ARMOR

BASIC = FUR

HEAD	= x1
BODY	= x1
WINGS	= --
ARMS	= x1
LEGS	= x1

MUTATIONS

NAME	LEVEL	CHNC	USABLE
Night Eyes	0	100%	C
Poison Claws	0	100%	C
Bubble	10	50%	L-8
FLYING SPEED: 3+20		30	30/20/10

The Daegon is an intelligent winged creature with a distinctive appearance. Its beaked mouth gives it a unique, clattering voice. Daegon prefer the life that wilderness offers them and rarely venture past the perimeter of their encampments. They live the lives of simple hunter and gatherers. The customs are however far from simple.

Daegon are slightly smaller then men, although they parallel man's strength. Daegon prefer to attack from the air, where they are immune to swung attacks. It should be noted that these creatures are only semi-intelligent; this makes them easy prey for traders. Daegon will flee if overpowered in combat, but they will never surrender. If captured, a Daegon will use its sharp claws to gouge its face down to the bone. The discrace of capture is too degrading for Daegon.

The lair of Daegon are mysterious, sub-terrainian strongholds located in deep forest. Inside these complexes, Daegon eat, sleep and raise their young. Immediately after a Daegon child is born, but while still in its dormant stage, it is buried several feet. As the child grows, its mother covers it with a thick glittering dew produced from her tear ducts. This strong-smelling fluid will give the fetal creature nourishment until it has the strength to leave the soil it was buried in. If these tears are ingested by non-Daegon, immunity to all poisons will exist for a one month duration. The dosage required for this effect is about one cup.

These creatures have evolved a complex language, music and religion.

11.0.12 DEMOOR

GENERAL SPECS

WSIZ: D3	LEVEL/ELEVEL BONUS: +0/+0
WPFC: 0	ADV/CRITICAL BONUS: +0/+0
INT : Sub Human	EXPERIENCE POINTS : 30
LANG: *DM & 20%ET	BONUS: 10xL

CREATURE CHARACTERISTICS

CHR	ROLL	AVG	ADC	CHR	ROLL	AVG	ADC
CON:	3+17	27	+0/+0	STR:	4+25	39	x3+3
DEX:	2+20	27	-1/4	AIM:	2+20	27	-1
REC:	0	0	0	SPD:	2+14	23	24/16/8
ED :	0	0	+0	STA:	3+40	50	50

ARMOR

BASIC = HIDE

HEAD = x1
BODY = x2
WINGS = --
ARMS = x1
LEGS = x1

MUTATIONS

NAME	LEVEL	CHNC	USABLE
Night Eyes	0	100%	C
Shadows	0	100%	C
Cast Energy	0	100%	L

Demoor are a winged race of intelligent creatures, violent and universally feared. They ara despised for their violent rituals of sacrifice and their draining abilities. Demoor never live in towns or cities; their home is the forest.

Demoor stand slightly taller than men, but their strengths exceed some Boccord's. Their primary strategy of attack is ambush. From the air, they can silently track a party to open terrain. Void of covering, their victims are easy prey to the Demoor's cast energy, spears and bows. Being gifted with night vision, Demoor often patrol after dusk, when parties are least prepared. Intelligent creatures who are captured by these forest demons face the Demoor's most insidious weapon: The touch of a Demoor inflicts paralyzing, blood curdling pain. Victims lose two Hit Points and D20 Stamina points per round. Comrades of the defender who touch the Demoor's skin will suffer the same damage. To break the grip of a Demoor, a roll of (21-defender's Constitution Multiple) or higher is needed on the roll of a D20. Demoor heal one Hit Point for every five Hit Points they drain. Without this draining, Demoor never heal from injuries. Several hours of meditation are required for the siphoned energy to heal the Demoor's body.

Demoor tribes are warrior clans. When a tribal lord dies, challengers from each clan drink "demilide", a fluid that makes them subject to the touch of a another Demoor. Pairs of these creatures battle each other in small arenas until their is one victor, the new tribal lord. While demilide has a less than desirable effect on Demoor, other races acquire a one month immunity to Demmor touch when ingested.

Strangers captured near Demoor villages are often placed in a large "Yadrle" (arena). There the creature must combat an adolescent Demoor. It is assumed that the captive will not kill the young creature in view of his peers. The display is mainly to determine how long it takes the adolescent to knock the stranger unconscious using the Demoor's painful touch. By playing along with the Demoor, most creatures have a good chance of survival. Seriously hurting the Demoor contestant is in very bad taste; as a matter of fact, few are the accounts of this.

11.0.13 HUMAN

GENERAL SPECS

WSIZ: D5+1	LEVEL/ELEVEL BONUS: +0/+0
WPFC: L/3	ADV/CRITICAL BONUS: +0/+0
INT : Human	EXPERIENCE POINTS : 20
LANG: *ET	BONUS: NONE

CREATURE CHARACTERISTICS

CHR	ROLL	AVG	ADC	CHR	ROLL	AVG	ADC
CON:	2+14	21	+0/+0	STR:	2+14	21	x2+0
DEX:	2+12	19	+0/4	AIM:	2+12	19	+0
REC:	2+14	21	D5	SPD:	2+12	19	20/12/6
ED :	2+12	19	+2	STA:	2+12	19	19

Humans are the unmutated direct descendants of the **JORUNE** colony. Although a few pounds heavier and a few inches taller than their ancestors Earth due to **JORUNE**'S weaker gravity), these creatures remained through the millenium. The genes of these "pure strain Humans" were not susceptible to the rapid evolution of the **JORUNE** ecology. Most of the Human population gave rise to new forms of life, only a small percentage retained genetic purity. Two of the mutated human races, Caji and Boccord, ara most nearly a Human's equal; the three together control the realm of Burdoth.

Humans are average in all physical respects; they are not as strong as Boccord, nor as small as Caji. Humans and Pundit are the only races able to pass the fingerprint identifier test which activates Earth energy weapons. The use of Earth technology is their strongest ability, and such items are highly prized. They do not have the physical/biological defenses of Caji or Boccord. Wealthy Humans are often protected by an Earth device known as a "trip shield," which automatically repels oncoming attacks.

Human culture, as a majority, dominates Burdoth. The class structures on **JORUNE** are more stratified than those of Earth. The vast majority of all creatures in Burdoth are recognized as "Toth," (simply, "people," or non-citizens). Substantial wealth is not a major element of this society's status system. By becoming "Drenn," characters receive recognition of valor and worth. The peak of the **JORUNE** pyramid is the "Kesht." Only those Drenn characters who are capable of demonstrating great ability can ever hope to become Kesht.

11 0.14 KNIK

GENERAL SPECS

WSIZ: D6	LEVEL/ELEVEL BONUS: +0/+10
WPFC: 0	ADV/CRITICAL BONUS: +0/+0
INT : Sub Human	EXPERIENCE POINTS : 5
LANG: *KN & 15%ET	BONUS: Lx5

CREATURE CHARACTERISTICS

CHR	ROLL	AVG	ADC	CHR	ROLL	AVG	ADC
CON:	1+1	4	+1/+3	STR:	1+1	4	x1/2
DEX:	2+20	27	-1/4	AIM:	2+35	42	-4
REC:	3	10	D2	SPD:	3	10	10/6/3
ED :	1	3	+0	STA:	3+90	100	100

ARMOR

BASIC = HIDE

HEAD =	x1
BODY =	x1
WINGS =	--
ARMS =	x1
LEGS =	x1

MUTATIONS

NAME	LEVEL	CHNC	USABLE
Night Eyes	0	100%	C
Tumble	0	100%	C
Power Orb	0	100%	C
FLIGHT SPEED:	3+30	40	40/26/13

Knik are an intelligent race of flying creatures who make their homes in the stone of high mountains. They gained wings during the period of their accelerated, human based evolution, butlost a bit of grey matter in the process. Their organization is rigid; they are a very regimented society. Knik leadership is strong. "Linikn" (Knik leaders) send their armies of flying pillagers against small villages and towns. Knik believe flight to be the most important asset to warriors. Knik respect their wings as great assets in battle. Poor wing grooming habits are not tolerated. They find flightless creatures immensely distasteful and inferior.

The body of the Knik is smaller than that of Caji. Their bodies are frail, incapable of withstanding much damage. The use of air attacks to their advantage bombarding victims with capsules and by using crystals. Knik travel in groups of three when patroling their territories; foolish creatures who offer no tribute to the Knik warriors incur their wrath. Quick in the air, additional Knik forces can easily be mustered. Before attacking, Knik often wail announcements of superiority and righteousness.

Knik strongholds are carved out of the sides of mountain tops. Small chambers, food bins and other provisions for life are contained in their fortresses. Food is often taken as tribute from neighboring villages. Sometimes Knik demand slaves from the peoples in their domain. Servants are kept under control with the use of "virn," the harness limilate.

Knik appear to have an inexhaustable supply of capsules. It is fabled that in some far north realm they operate a capsule fabricator. If this is true, then the Knik must regularly transort these capsules to each of their mini-empires. It is feared that one day the Knik of all realms will band together to conquor with combined strength. Although they may someday realize this goal, Knik are a stubborn and egocentric; they have difficulties even working with each other. Many changes in their society would be needed to bond them together effectively.

Knik are an embarassment to the ruling class in the realms they inhabit. Tempting bounties are routinely offered on Knik heads, but wingless bounty hunters have their work cut out for them.

1100.15 POCNOT

GENERAL SPECS

WSIZ: D4	LEVEL/ELEVEL BONUS: +4/+6
WPFC: 5	ADV/CRITICAL BONUS: +5/+0
INT : Human	EXPERIENCE POINTS : 20
LANG: *PC & 95%ET	BONUS: 10xL

CREATURE CHARACTERISTICS

CHR	ROLL	AVG	ADC	CHR	ROLL	AVG	ADC
CON:	1+2	6	+0/+2	STR:	1+2	6	x1-1
DEX:	2+40	47	-5/8	AIM:	2+30	37	-3
REC:	2+12	19	D5	SPD:	2+15	22	22/14/7
ED :	2+20	27	2D6	STA:	2+23	30	30

ARMOR

BASIC = SKIN

HEAD =	x1
BODY =	x1
WINGS =	--
ARMS =	x1
LEGS =	x1

MUTATIONS

NAME	LEVEL	CHNC	USABLE
Night Eyes	0	100%	C
Feeling	0	100%	C
Poison Resistance	0	100%	C
Spider Grip	0	100%	C
Spinner	0	100%	L+2
Frost Bolt	5	100%	L-2

Pocnot are a friendly intellectual race. They are the masters of many tongues, customs and technologies. Although they populate most known realms, they have never procured their own land. Historical records detail their struggle to survive in the early days of east Temauntro, now a Crugar wilderness. Their claims on this land tempt fate.

These miniature humanoids stand a meter tall, bu their size has not restricted their abilities. Speed, dexterity and intelect combine well in combat. Many races openly refuse to fight Pocot, who's scurried motion can cause dizzying and queasiness in opponents. With their Spider Grip mutation, Pocnot are especially tricky in forested terrain. They are usually non-violent, but the sight of an unprotected Crugar or Ramian can make them go a bit berzerk. Their abilities as stalkers are unparalleled.

Pocnot females are the largest of the three Pocnot genders. The males of the species are slightly smaller. The third gender is the "pecaud", or "wise Pocnot." These creatures are incapable of reproducing, but are gifted with incredible agility. Gender is easily determined at first sight. The average characteristics presented on the table above are for female Pocnot.

Pocnot enjoy the casual life of forest dwellers. They munch on roots and berries collected during the day. Pocnot encampments are festive places, full of activity. The specialty of the Pocnot, "durlig brye," takes advantage of the specialty of Pocnot cookery, durlig brye, is a masterpiece of exotic **JORUNE** seasonings. The small green multch biscuits are favorites of many creatures during a feast. The clatter of small Pocnot teeth can be heard at a good distance, but they worry little about intruders.

1100.16 PUNDIT

GENERAL SPECS

WSIZ: D4
WPFC: 4
INT : Human
LANG: *PT & 85%ET

LEVEL/ELEVEL BONUS: +0/+5
ADV/CRITICAL BONUS: +0/+0
EXPERIENCE POINTS : 5
BONUS: 3&UP:Lx10

CREATURE CHARACTERISTICS

CHR	ROLL	AVG	ADC	CHR	ROLL	AVG	ADC
CON:	1+2	6	+0/+2	STR:	2+2	9	x1+0
DEX:	2+25	32	-2/5	AIM:	2+36	43	-5
REC:	2+20	27	D6	SPD:	2+15	22	22/14/7
ED :	2+5	12	+1	STA:	2+12	19	19

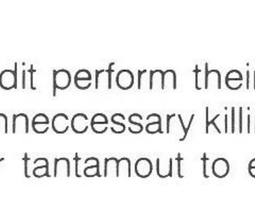
ARMOR

BASIC = SKIN

HEAD = x1
BODY = x1
WINGS = --
ARMS = x1
LEGS = x1

MUTATIONS

NAME	LEVEL	CHNC	USABLE
Cast Energy	3	100%	L



Pundit occupy the realm of Drail, located south-west of Burdoth. Humans and Pundit have always been closely aligned and have even offered each other aid in wartime.

Their high spirits lure them to acts of great daring. They are splendid additions to expeditions.

The Pundit's small body is graced with great agility and aptitude in fighting. With their small bows, swords, and Cast Energy they make excellent warriors. Their juvenile personalities are complemented by even tempermants. Pundits lighten up tense, serious, situations with a good joke. The large eyes of the Pundit can make out details with exceptional clarity. These creatures are talented trackers and trail blazers. Their easy grins and coarse black hair seem to light up with excitement each morning as they start a new day.

When hired as guards, Pundit perform their duties with the utmost vigilance. They avoid unneccessary killing, but consider the protection of their employer tantamout to even their own protection.

Pundit are a bit naive; it is often said that they trust too much in the good intentions of !thers; this naivete also works to their advantage. Pundit quickly make friends of most any race.

Pundit villages are carefree and cheerful. Although they themselves always carry hunting bows, visitors must deposit their armor and weapons. They are very sensitive about sheltering their young from the hostile ways of other races.

1100.17 RAMIAN

GENERAL SPECS

WSIZ: D4
WPFC: 0
INT : Human
LANG: *RM & 35%ET

LEVEL/ELEVEL BONUS: +0/+5
ADV/CRITICAL BONUS: +0/+0
EXPERIENCE POINTS : 50
BONUS: If Spec Stun:3xL

CREATURE CHARACTERISTICS

CHR	ROLL	AVG	ADC	CHR	ROLL	AVG	ADC
CON:	2+40	47	+0/-1	STR:	2+40	47	x4+2
DEX:	2+12	19	+0/4	AIM:	2+22	29	-3
REC:	1Pt.	1Pt.	1Pt.	SPD:	2+15	22	22/14/7
ED :	2D6	7	+1	STA:	3+80	90	90

ARMOR

BASIC = BONE

HEAD = x1
BODY = x1
WINGS = --
ARMS = x1
LEGS = x1

MUTATIONS

NAME	LEVEL	CHNC	USABLE
Whispers	0	100%	C
Spectral Stun	10	10%	L-5

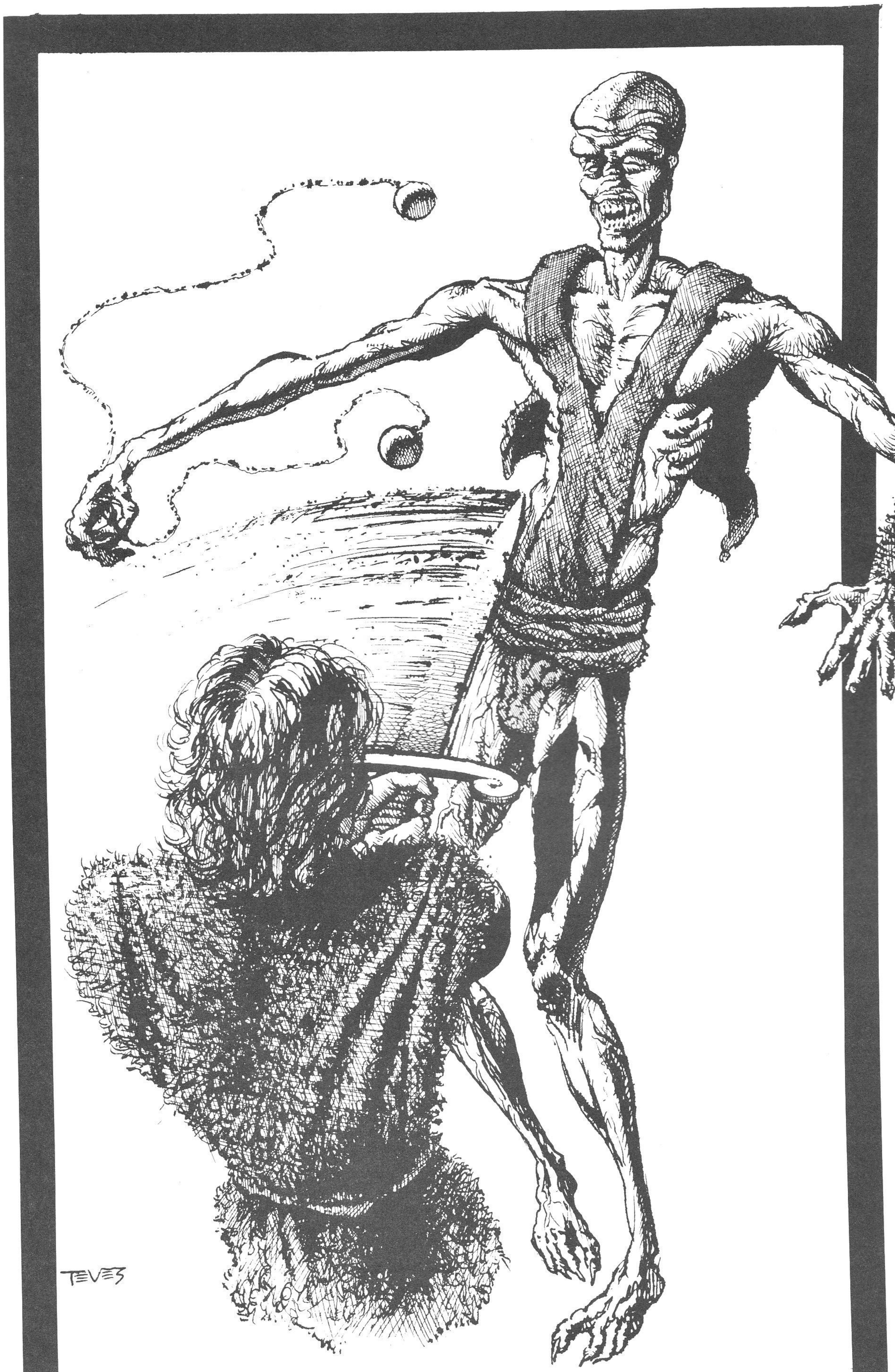
80% OF HAVING D6 BOLAS. -5 TO WITH THEM. +3 TO HIT BY RANGE, JAB OR LUNGE ATTACK.

The Ramian is a tall intelligent human form naturally armored by a hard bone exoskeleton. Ramian are reclusive, anti-social creatures. They prefer to avoid contact with creatures of other races, and outside their home realm of Voligire their numbers are small.

The motto of the Ramian race is "Powerful Silence"; in their tongue "Ruruvi Tchorko". Their physiques embody this saying. Ramian are slim creatures, standing 3 meters tall. Because of their slender figures, they are very difficult to hit with range weapons Jabs and lunges (all such attacks will suffer a +3 penalty). The Ramian appearance can be quite deceiving. They are stronger than Boccord, yet as dexterous as Humans. Ramian fight with bolas at range, using swords when engaged in hand-to-hand combat. Their skill with the bola is remarkable; this is their ancestral weapon, practiced since early childhood (all Ramian attacking with bolas will be -5 to hit). Ramian speak in a low voice that betrays little inflection or emotion. They appear to be immune to insult. Actually, their memory of injustice lives on to their deaths. They find appropriate ways and times to repay those who have wronged them.

Ramian villages are silent conclaves of agriculture. Strangers are coldly escorted out of their regions, when Ramian are in a tolerant mood. "Disappearances" of travelers near Ramian villages occasionally occur. The Ramian race treasures health limilate, for without it, their bodies heal very slowly.

The differences between the male and the female of the species are slight. A Ramian's personality certainly gives no clue to its gender. Only Thriddle claim the ability to differenciate between the two, something they are quite proud of.



RAMIAN USING BOLA

Once every 15 years in the Ramian's 200 year life span, large bone tusks grow from their jaw. The only change in the Ramian during this time is one of temperament; they become barbarically hostile for the two month appearance of the hard bone protrusions. This passage is accompanied by no other physical changes. When the bones finally peel away from the Ramian's face, they are carved into shapes of cultural and religious significance. The age of a Ramian is thus quickly disclosed.

Much of the hostility vented against Ramian is rooted in this "chiveer" period. Many are the incidents when grous of these creatures, in their barbaric state, go out looking for trouble. Their viciousness cannot be underestimated. Although the realm of Burdoth has no official policy, some terratories and regions offer bounty on tusked Ramian.

Amongst themselves, Ramian seem to co-exist without problems. One of the special abilities of this race is the mutation "Whispers" (see section 2401.18) which enables them to communicate without spoken words. "Whispers is a quiet privacy between Ramian, which cannot be eaves-dropped. This habit further alienates Ramian from the rest of JORUNE society. Few Ramian, if any, ever form friendships with creatures of other races; occasionally, they are available for hire as guides and guards.

Their spoken language is a raucus blend of hard, thick sounds which depend heavily upon the use of the throat. Non Ramians who master the language must rest (their throats) periodically, to keep from going hoarse.

Salu are an intelligent race of water faring creatures known for their courage and loyalty. They make their homes anywhere in fresh or salt water (Salu lose two Strength points each day they stay out of water. Regaining Strength is as easy as taking a half hour swim). Salu are renoun for their skills in ship building. They are hired by the droves when large constructions are undertaken. Their own design, the Chasis, is the fastest, most manueverable ship on **JORUNE** waters.

Salu are far more human than most of the mutated forms, save Caji and Barbarian. They differ from Humans only in their skin quality and their respiratory capacity. Their humor and sensibilities align them closely with Humans. Those Salu exist who have achieved Drenn or Kesht citizenship.

The body of the Salu is very streamlined. They are smaller than Humans, yet just as strong. Salu fight primarily with spears and pikes. These weapons are easily used underwater as well as on land. Their slick, leathery skin is actually quite fragile. Without constant moisture, the skin quickly dries and becomes red and itchy. Salu carry water sacks wherever they travel. When traveling overland they dive eagerly into ponds, rivers and lakes. Although Salu prefer the salt water of the Oceans, they enjoy an occasional, cleansing fresh water bath.

Salu inhabit many of the islands of **JORUNE**. Their small villages are usually set on shorelines. They are a friendly race that is at home on both land and water. Salu rarely fight without overwhelming need. Salu wait until they can take no more before entering a fight.

11 3.18 SALU

GENERAL SPECS

WSIZ: D6	LEVEL/ELEVEL BONUS: +0/+0
WPFC: 0	ADV/CRITICAL BONUS: +0/+0
INT : Human	EXPERIENCE POINTS : 15
LANG: *SA & 10%ET	BONUS: 5&UP:15

CREATURE CHARACTERISTICS

CHR	ROLL	AVG	ADC	CHR	ROLL	AVG	ADC
CON:	2+8	15	+0/+0	STR:	2+14	21	x2+0
DEX:	2+8	15	+1/3	AIM:	2+14	21	+0
REC:	1+3	7	D2	SPD:	2+8	15	16/10/5
ED :	3	10	+1	STA:	2+8	15	15

ARMOR

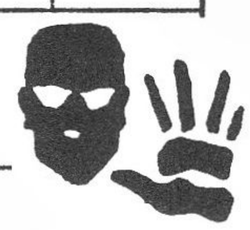
BASIC = HIDE

HEAD =	x1
BODY =	x1
WINGS =	--
ARMS =	x1
LEGS =	x1

MUTATIONS

NAME	LEVEL	CHNC	USABLE
Night Eyes	0	100%	C
Penet Bolt Minor	5	25%	1

1% TO 25% WEAPON IS A SPEAR.
26% TO 50% WEAPON IS A PIKE.



1100.19 SCARMIS

GENERAL SPECS

WSIZ: D4	LEVEL/ELEVEL BONUS: +0/+0
WPFC: 0	ADV/CRITICAL BONUS: +0/+0
INT : Sub Human	EXPERIENCE POINTS : 30
LANG: *SC & 20%ET	BONUS: 12&UP:L*10

CREATURE CHARACTERISTICS

CHR	ROLL	AVG	ADC	CHR	ROLL	AVG	ADC
CON:	2+24	31	+0/-1	STR:	3+30	40	x4+0
DEX:	2+12	21	+0/4	AIM:	2+15	22	+0
REC:	1+3	7	D2	SPD:	2+10	17	18/12/6
ED :	D6	4	+0	STA:	3+30	40	40

ARMOR

BASIC = BONE

HEAD =	x1
BODY =	x2
WINGS =	--
ARMS =	x1
LEGS =	x1

MUTATIONS

NAME	LEVEL	CHNC	USABLE
Acid Spray	0	100%	2

ACID LEVEL IS 2D6. SCARMIS WILL FOLLOW ORDERS GIVEN TO THEM BY CLEASH (1110.85) BOTH SPECIES SHARE A COMMON ANCESTORY.

The Scarmis is an upright standing insect creature loyal to a mysterious entity that they seldom discuss with other races. They seem to act more on impulse than logic. As mercenaries, they fight with great strength and skill. When uncommissioned , they wander about. Their lives seem unfulfilled and they rarely form lasting relationships, even with other Scarmis.

As mentioned in the Cleash description, the will of the Scarmis is easily manipulated by their northern relatives. Apprerently, the Cleash exert some sort of brain energy which controls the Scarmis state of mind.

Scarmis stand taller than Humans and are much stronger. For such large creatures, they fight quite dexterously. Agile and armored, Scarmis are great warriors. Leadership is very important to them. They rarely consider options like retreat or taking long shot chances in combat.

Villages of Scarmis are quite barbaric. In the wild, they act more like insects than intellects. They are very belligerent, even in their natural setting. Intruders who do not immediately surrender are captured and thrown into large pits where they become food for Cedrish, large milk-producing worms.

It seems that all Scarmis are male. Their reproductive cycle has never been undestood by other creatures. None has ever remained in good favor with a Scarmis village long enough to determine their secret.

1100.20 **SHANTHA**

GENERAL SPECS

WSIZ: D2	LEVEL/ELEVEL BONUS: +5/+10
WPFC: 10+L	ADV/CRITICAL BONUS: +5/+5
INT : HUMAN	EXPERIENCE POINTS : 30
LANG: *SH & 80%ET	BONUS: 6&UP:10xL

CREATURE CHARACTERISTICS

CHR	ROLL	AVG	ADC	CHR	ROLL	AVG	ADC
CON:	3+16	27	+0/+0	STR:	3+16	27	x2+2
DEX:	2+20	27	-2/5	AIM:	2+20	27	-2
REC:	3+16	27	D8	SPD:	2+12	19	20
ED :	D8+2	6	+3	STA:	3+50	60	60

ARMOR

BASIC = HIDE

HEAD =	x1
BODY =	x2
WINGS =	--
ARMS =	x1
LEGS =	x1

MUTATIONS

NAME	LEVEL	CHNC	USABLE
Inner Eye	0	100%	C
Infinite Ear	0	100%	C
Infinite Eye	0	100%	C
Deflector	0	100%	L*3+2
Power Orb	0	100%	L*3+2
Lightning Freeze	6	25%	L-4

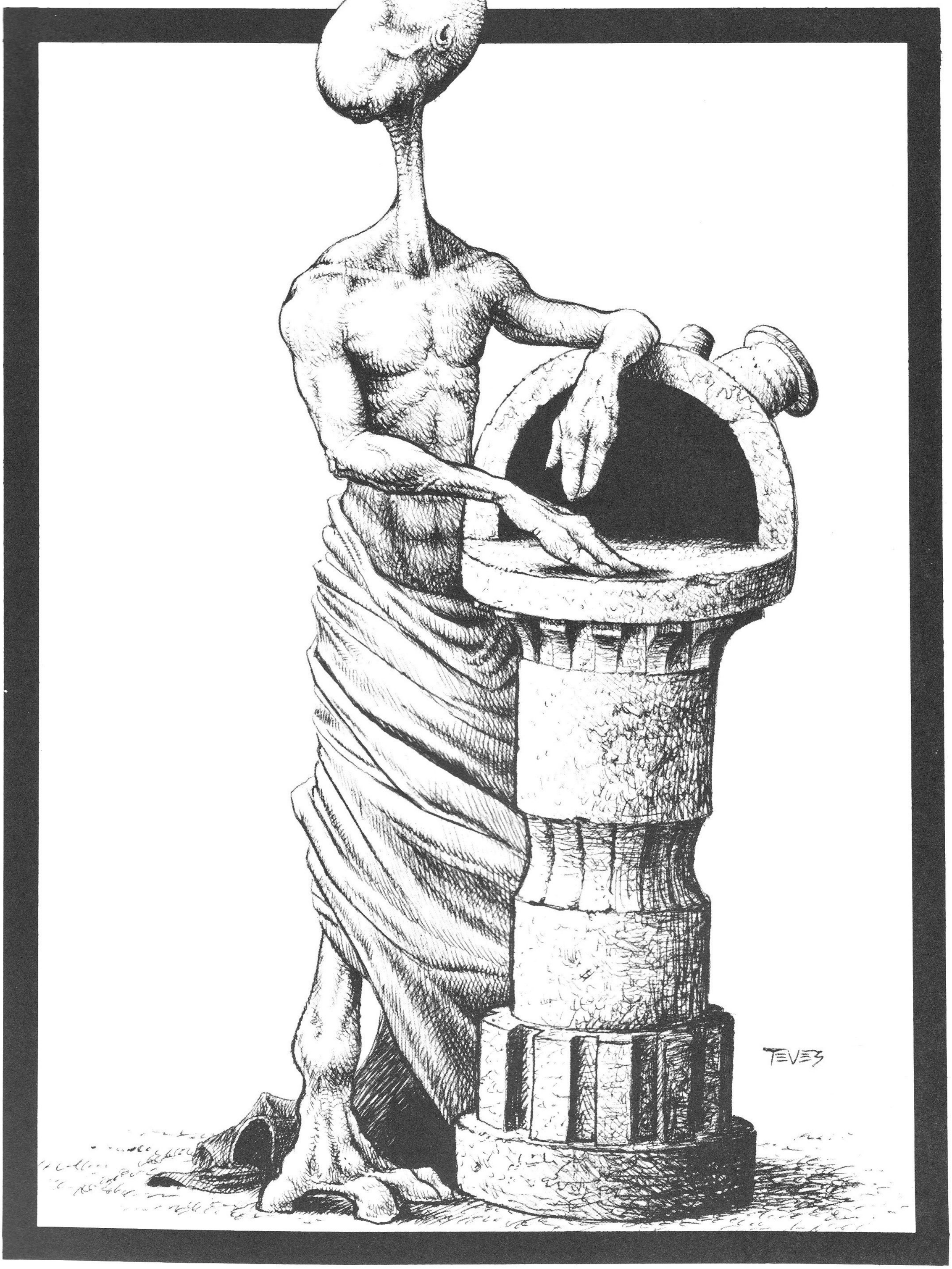
Shanthas are one of the original forms of intelligent life found on **JORUNE**.

Shanthas are approximately man sized, although a little taller and stronger. The face of the Shantha has no eyes; Shanthas see with inner eye, an ability which gives them full 360 degree vision. Their small sculptured ears are sensitive beyond the human spectrum. They can pick on the presence of others from mere brain noises. The Shanthic mouth and vocal cords can mimic virtually any sound. Their spoken language employs vowels that the Human vocal tract is incapable of reproducing. Although difficult, the written form of this language is not impossible to learn. A few outworlders have managed to master this form, but none have ever fully understood the complexities of the spoken language. The sounds and expressions required to communicate in this soft, flowing tongue exceed their capabilities of all other creatures.

The body of the Shantha is resistant to all poisons and acids; the gas from knock out capsules and other inhaled gases have no effect upon the their system. Large Shanthic blades are the favorite weapons of these reclusive intellects. Shanthas are calm in battle. They always maintain a respectable posture, even when dying.

Shanthas will live only in small pockets situated far off the path of any established life. Shanthic settlements will be quiet, somber places. Their response to strangers will depend heavily upon which of the seven cultures the Shantha is from. Rarely will a Shantha in the wild wish to communicate or barter with a member of another race.

If you are interested, section 6000 in chapter 1 is dedicated exclusively to information about the Shantha.



SHANTHA WITH CLE-ESHTA

1100.21 THIVINS

GENERAL SPECS

WSIZ: D4
WPFC: 19
INT : Human
LANG: *TV & *ET

LEVEL/ELEVEL BONUS: +0/+10
ADV/CRITICAL BONUS: +0/+0
EXPERIENCE POINTS : 5
BONUS: NONE

CREATURE CHARACTERISTICS

CHR	ROLL	AVG	ADC	CHR	ROLL	AVG	ADC
CON:	2+8	15	+0/+0	STR:	2+8	15	x1+1
DEX:	3+8	18	+0/4	AIM:	2+25	32	-2
REC:	A	A	20/ROUND	SPD:	2+5	12	12/8/4
ED :	6+5	26	+7	STA:	Infinite	*	*

ARMOR

BASIC = HIDE

HEAD = x1
BODY = x1
WINGS = --
ARMS = x1
LEGS = x1

MUTATIONS

NAME	LEVEL	CHNC	USABLE
Night Eyes	0	100%	C
Detect Lie	0	100%	C
Bubble	5	100%	L-2

THIVIN IS SYNONYMOUS FOR THE WORD TRADER

Thivins are best known for their reputation as traders; their name has become a synonym for "trader." These creatures drive ferocious bargains. The unwary will be taken hook, line and sinker by their wonderous descriptions of objects and seemingly low prices. Thivins know only too well how to buy for little and sell for profit. Their tranquil natures and pleasant personalities are real enough, but deceptive. All this set aside, Thivins are quite unlike the used car salesmen of Earth. Their savvy and honesty earn them their keep. Although slight exagerations often pass from the lips of a Thivin, rarely are goods of compromised quality sold.

Some Thivins are master wood-carvers, jewelers, and weavers. Their artistic creations are favorite purchases of Thriddle, who proudly display collectins of "Thivin art" whenever possible. Elegant rugs and even ornaments for arms and armor are crafted by these multi-skilledcreatures. Even the proud Trarch are impressed by their work. Town dwelling Thivins weave rugs of exotic construction beyond compare. These "gauthi" rugs are believed to contain small indigenous insects which change their skin patterns over different periods of their thousand year lifespan. When woven into rugs, these insects are still in their cocoon stage. When woven into rugs, these insects are still in their cacoon stage. Gauthi rugs have been known to spring to life, devouring furniture, buildings, and even creatures in their emerging fury.

The body of the Thivin is smaller than that of a Human. Their bodies are unmuscular, but usually healthy. The Recovery of these creatures is remarkably high; they will heal from any non-lethal wounds in a matter of seconds. These regenerative abilities make Thivins hard to kill. Their natural life span exceeds two hundred years.

There is a superstition about harming these creatures. Some creatures swear that their greatest misfortunes occurred just after killing Thivins. The Thivin's means of revenge spare no effort. They have been known to journey through treacherous lands just to tell somebody off, or trek across continents to avenge the death of a relative or friend.

The language of these creatures is a soft, graceful combination of tongue inflected sounds. Their mouths have difficulty forming the abruptness of the sound "K." Their mastery of many languages is a tool of the trade; persuasion is an art which depends upon communication. These creatures never grow tired of conversation; their melodic voices can be heard throughout the night near their encampments. Their music harmonizes reed and plucked instruments; soft sounds of woodwins populate their gatherings. Although similar to Earth renaissance music, its flavor is definitely JORUNE.

11:0.22 THRIDDLE

GENERAL SPECS

WSIZ: D5
WPFC: 10+(L/4)
INT : Greater than Human
LANG: *TH & 95%ET

LEVEL/ELEVEL BONUS: +4/+10
ADV/CRITICAL BONUS: +0/+3
EXPERIENCE POINTS : 10
BONUS: 10xL

CREATURE CHARACTERISTICS

CHR	ROLL	AVG	ADC	CHR	ROLL	AVG	ADC
CON:	1+4	7	+0/+2	STR:	1	4	x1/2
DEX:	2+4	11	+2/2	AIM:	3+30	40	-4
REC:	C	C	1/Round	SPD:	2	7	8/4/2
ED :	4D6+20	34	+10	STA:	Unlimited	-	-

ARMOR

BASIC = HIDE

HEAD = x1
BODY = x1
WINGS = --
ARMS = x1
LEGS = x1

MUTATIONS

NAME	LEVEL	CHNC	USABLE
Night Eyes	0	100%	C
Poison Resistance	0	100%	L-5
Detect Lie	0	100%	C
Detect Level	0	100%	C
Detect Mutations	0	100%	C
Infinite Eye	0	100%	C
Whispers	0	100%	C
Healer	0	100%	L+2
Sleep	0	100%	L+4
Rummage	4	100%	5+L*25
Power Bolt	6	100%	L/2

Thriddle are so unobtrusive and inoffensive that there are few who would harm them. They are small, benevolent forms of intelligent life that offer their skills as healers and translators to creatures of all races. Thriddle are the scholars of JORUNE, speaking many languages fluently. These are not politically active crea-

tures. Aquisition of knowledge is the goal of every Thriddle scholar. Their neighborhoods in towns and cities are small universities of language, literature, history, and culture open to all creatures.

Their frailty leaves them only barely able to lift a weapon. They are not physically, but mutationally capable of defense. Thriddle are reasonably dexterous, but, it is their remarkably high aims that are they are noted for. Their bodies are tiny fig shapes. Two eye stalks jut out from their heads. They contain the part of their brain responsible for optical proccessing.

The style of the Thriddle's walk resembles the kneebend-hop kneebend-hop of small birds. Their oddly shaped legs force them into almost a strut like motion. Almost humorous to watch, these creatures are sensitive to comments about their gait.

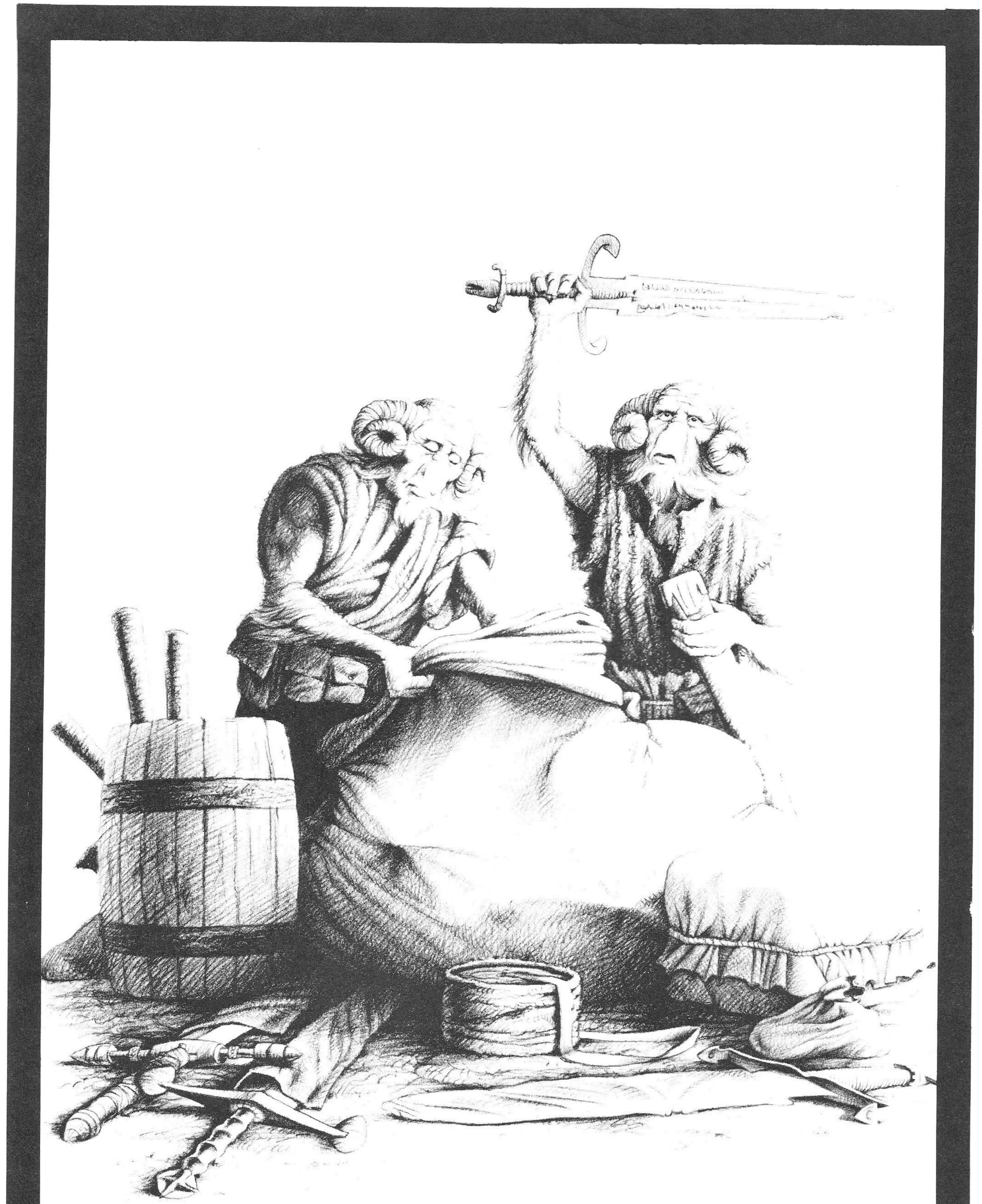
The religion of the Thriddle is complex. Oddly enough, their beliefs are very highly superstitious and ritualistic. Their worship involves many do's and don'ts which are utter nonsense to non-Thriddle. These creatures will never enter water after dark, nor will they wear clothing from hides or furs until the hair has been removed. This causes problems for parties which travel with them. Thriddle are quite sincere in their beliefs however, and willingly discuss the significance of each of their unusual tendencies. Determined creatures have tried to reason Thriddle out of their superstitions, but to no avail. Their religion is so utterly complex that a simple discussion on the Thriddle's reluctance to kill, even in self defence, becomes an introduction to Thriddle philosophy and theology. Although they will not prevent others from killing intelligent life, they frown upon this practice strongly and may state their objections to such degrading behavior, even in the throes of battle.

Thriddle are born from eggs, a cycle that occurs world wide once every five years. Only during the hatching and maturing of these eggs (a three month period) will Thriddle even consider violent action. They will fiercely protect their newborn with no regard for their own lives.

The language of the Thriddle almost takes a Thriddle to speak it. It is highly redundant in form and contains gramatic structure alien to other languages of **JORUNE**. The written form would have give modern computers a headache, let alone creatures of other races. Learning a little Thriddle is never time wasted; Thriddle respond with great courtesy to creatues who,even stumblingly, attempt to converse in their tongue. They enjoy the opportunity to abandon Entren and other "simple" languages, and play with communication at a superior level.

The Thriddle scholars also make excellent farmers. They cultivate small plots of land in the forest where they grow "chodith," a corn like vegetable. The learned natures of Thriddle are never hindered by the primitive nature of farmland.

SALROUGH GOMO-THRIDDLE SEER OF THE NORTHWEST WOODLANDS



THIVINS

11 Ø.23 TOGAR

GENERAL SPECS

WSI2: D4	LEVEL/ELEVEL BONUS: +2/+5
WPFC: L/2	ADV/CRITICAL BONUS: +4/+4
INT : Human	EXPERIENCE POINTS : 70
LANG: *TG & 95%ET	BONUS: 4&UP:Lx10

CREATURE CHARACTERISTICS

CHR	ROLL	AVG	ADC	CHR	ROLL	AVG	ADC
CON:	5+55	75	-1/-2	STR:	5+55	75	x7+2
DEX:	3+20	30	-2/5	AIM:	2+35	42	-4
REC:	2+20	27	D6	SPD:	2+18	25	26/16/8
ED :	2+15	22	+3	STA:	5+55	75	75

ARMOR

BASIC = FUR

HEAD =	x1
BODY =	x2
WINGS =	--
ARMS =	x1
LEGS =	x1

MUTATIONS

NAME	LEVEL	CHNC	USABLE
Night Eyes	Ø	100%	C
Inner Eye	Ø	100%	C
Cast Energy	4	100%	L
FLYING SPEED: 2+30		37	38/24/12

Togar, posesses high intellect and a mild temper. They are not the butchering type that fights unprovoked, but when engaged in battle they are a blaze of fury. These creatures are natural leaders and will often take charge of groups they accompany.

They are descended from the Logus Colony's Earth lions, given a push here and there by advanced bio-technology. Togar are larger and stronger than Boccord and can handle their size well. Togar fight with speed, agility and strength. Such combinations are rare; they possess an ideal combination of brain and brawn. Togar can strategically plan and execute attacks without much warning.

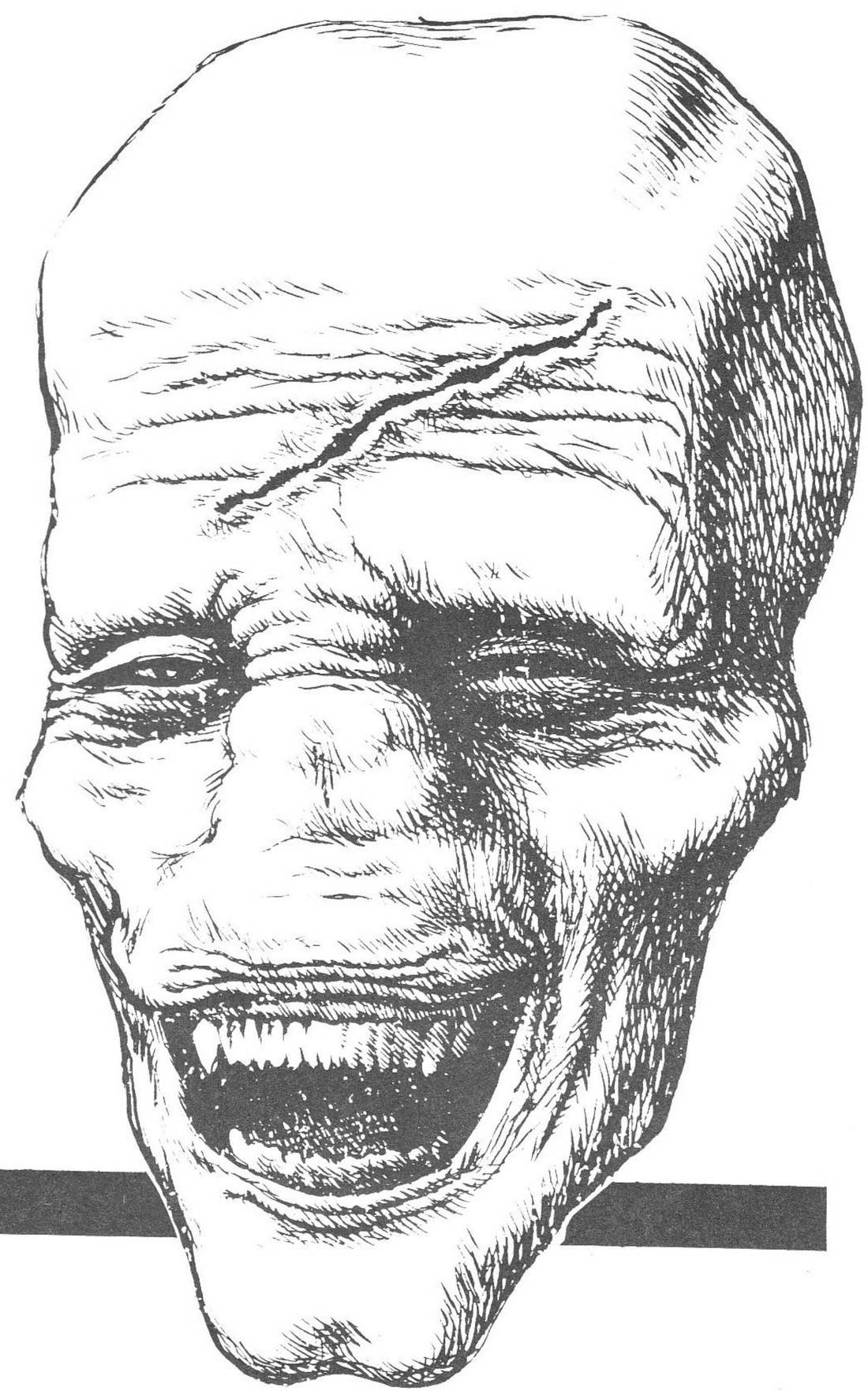
The wings of the Togar, fully functional, enable this creature to perform in the air as well as on the ground. They often wear exotic Thivin made suits of armor. Togar prefer the sword to all other weapons. Their fascination with blades has led them to master their use. Togar are able to wield two swords at once (each blade normal in its chances to hit, giving the Togar two attacks per combat round).

The religion of the Togar is "Scanchi." This religion praises honesty and loyalty above even bravery. The spoken word of a Togar is a promise. Elderly Togar often become priests of the Scanchi faith, traveling about to preach their credos thorughout realms spread honor and loyalty throughout the known realms. They become minor deities to the creatures they serve. The admiration is deserved; Togar work hard for what they believe in.

Togar live in large villages, well protected by guards and sentries. Strangers may enter only by presenting a "Siv Eston". These intricate emblems are bestowed upon creatures who uphold Scanchi ideals. The original Siv Eston was created long ago in the Togar realm of Sharden. The process of receiving a seal is highly ritualistic and involves a minor extraction of blood from the receiver's body.

Since the days of their domination by Ramian, Togar have sworn to never allow themselves or other creatures to be imprisoned. They rely upon no beasts of burden, nor do they hire guards. Togar are creatures of duty. They volunteer their time when they believe their efforts are justly needed.

Since the Togar assisted Ramian invasion of Ros Crendor in 2248, Togar and Bronth have never been on good terms with one another. This cold behavior is in part due to the clash of wills which is common when one powerful will encounters another. Their differences in philosophy are just enough to prevent them from co-existing with each other.



TOGAR

1138.24 TRARCH

GENERAL SPECS

WSIZ: D5	LEVEL/ELEVEL BONUS: +0/+0
WPFC: 0	ADV/CRITICAL BONUS: +2/+5
INT : Human	EXPERIENCE POINTS : 50
LANG: *TR & 15%ET	BONUS: 4&UP:5xL

CREATURE CHARACTERISTICS

CHR	ROLL	AVG	ADC	CHR	ROLL	AVG	ADC
CON:	4+36	50	+0/-1	STR:	4+36	50	x5+0
DEX:	2+10	19	+0/4	AIM:	3+20	30	-2
REC:	2+12	19	D5	SPD:	2+8	15	16/10/5
ED :	2D6	7	+1	STA:	2+33	40	40

ARMOR

BASIC = SKIN

HEAD =	x1
BODY =	x1
WINGS =	--
ARMS =	x1
LEGS =	x1

MUTATIONS

NAME	LEVEL	CHNC	USABLE
Power Hold	4	75%	L-2
Constrictor	10	75%	L-5

TRARCH WEAPONS WILL DO +1 TO +3 POINTS OF EXTRA DAMAGE AND ARE OFTEN -1 TO HIT.

Trarch are the master crafters of **JORUNE**. Their metal-works are renoun for beauty and function. Trarch consider the blades constructed by other races to be "low work." They construct weapons for creatures of all sizes, ranging from Pundit to Corastin. Although not especially friendly in the tribal atmosphere, they wield great respect and admiration as city dwellers.

The body of the Trarch is very large, but not overly muscular. They fight primarily with battle axes, employing their own sturdily crafted long bows when attacking at range. The armor they craft is usually a combination of heavy hides and metal. The weapon that Trarch expoit to its fullest is their aggressive looks, and fancy weaponry. Paired with their practiced combat stances, they can intimidate large creatures just by holding their shining, well honed blades whith confident expectation.

Their language is very similar to Entren, but includes sounds that their large throats are more capable of producing. The written form of the Trarch language langauge has been adopted by many cultures for use when engraving metal. The characters are simple and easily worked into metal.

The handsome weapons they craft are often studded with gems and inlaid metals. Their opinions of their own work are well deserved; only Shanthas can parallel Trarch blades for sharpness. The finely balanced weapons often reward users with a -1 to hit in hand-to-hand combat, and their shanthas inflicts 1 to 3 extra points on every attack.

Although they appear large and oafish, they are not to be underestimated. Trarch are often master-crafters; they also like to relax when their work is through.

Violent rituals are part of Trarch village life. Trarch disputes are often settled through wrestling matches. Much of their captured game is eaten raw. Even rumors of Trarch cannabalism exist. The barbaric manners of the Trarch often offend the sensitive elite of other races. Villages Trarch can tollerate the ways of outsiders for only brief periods of times.

1100.25 WALLUSK

GENERAL SPECS

WSIZ: D4	LEVEL/ELEVEL BONUS: +0/+10
WPFC: 10+L/2	ADV/CRITICAL BONUS: +0/+10
INT : Human	EXPERIENCE POINTS : 10
LANG: *WK & 50%ET	BONUS: Lx5

CREATURE CHARACTERISTICS

CHR	ROLL	AVG	ADC	CHR	ROLL	AVG	ADC
CON:	2+8	15	+0/+0	STR:	2+3	10	x1+0
DEX:	2	7	+4/1	AIM:	2	7	+4
REC:	1	4	1Pt.	SPD:	2	7	8/4/2
ED :	2+20	27	+7	STA:	2+3	10	10

ARMOR

BASIC = SKIN

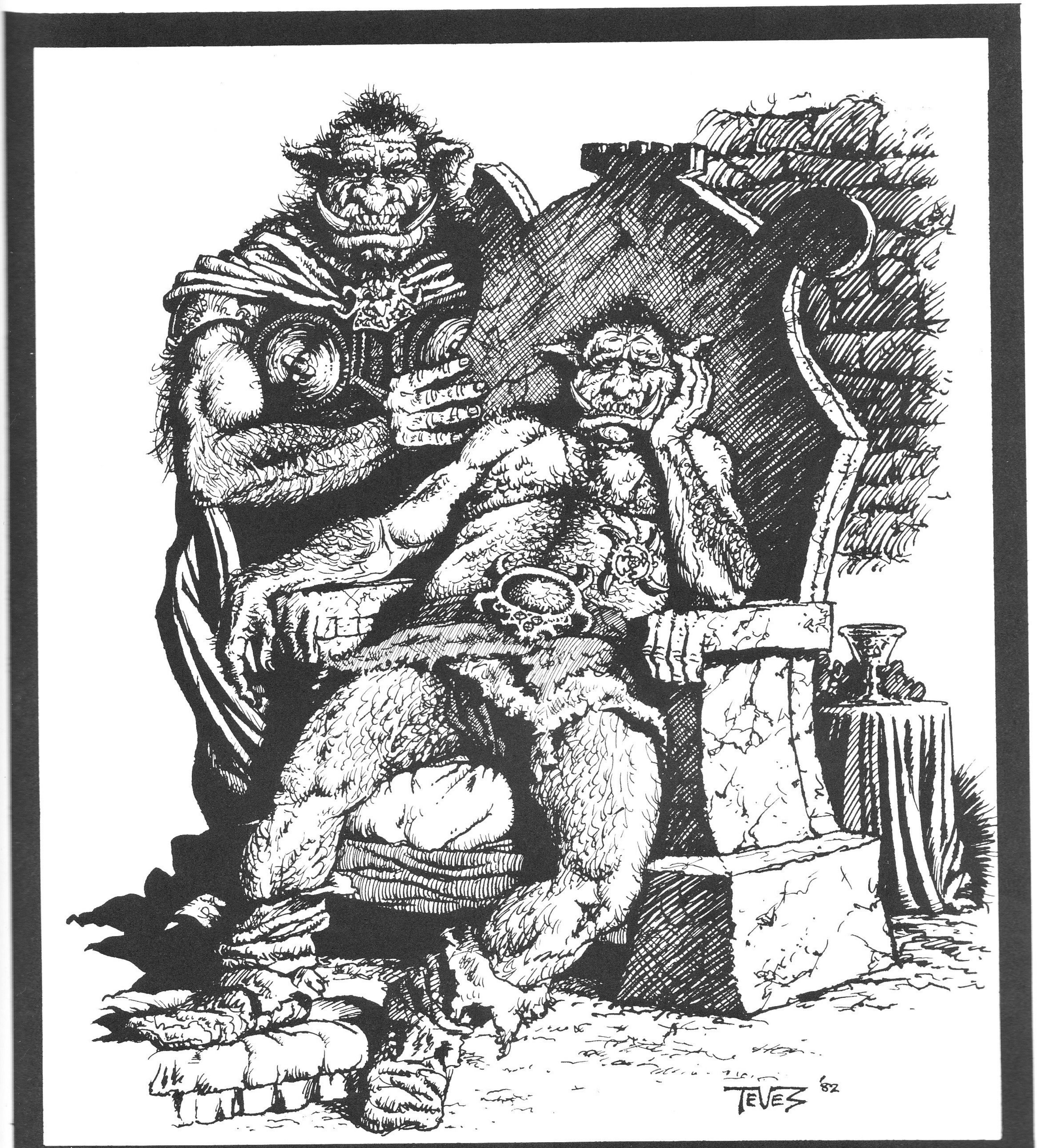
HEAD =	x1
BODY =	x1
WINGS =	--
ARMS =	x1
LEGS =	x1

MUTATIONS

NAME	LEVEL	CHNC	USABLE
Detect Lie	0	100%	C
Body Freeze	0	100%	Lx5+20

THEY CAN USE THEIR BODY FREEZE 5 TIMES PER ROUND IF AGAINST THE SAME TARGET.

Wallusk are sloth-like creatures. While Thriddle have a great capacity for memorizing volumes of information, Wallusk posess the extra intelligence to figure things out from scratch. They do not seem especially pleased by their talents; effort of any kind is unpleasant, even if it produces great results. They prefer a minimal existance, little work, little talk, and *no* fun. Music, even the most beloved Thivin tunes, irritates them.


TEVES '82

They move very slowly, and often sigh. They always look as if they are about to complain, but whining is an exertion unto itself. Although their young ones show some emotion, as they mature they lose their enthusiasm and become just as passive and listless as the rest of their kind. If it weren't for the Wallusk's intense strategic capabilities and general **JORUNE** know how, no one would ever put up with these creatures. Female Wallusk are nearly identical. Their voices are a bit deeper and they stand a few inches taller.

It takes a great deal of effort to arouse their ambition or curiosity, but interested Wallusk are invaluable and irreplacable. Gambling seems to be the only thing to get them going.

CLASSIC WALLUSK POSE

11 0.26 **WOFFEN**

GENERAL SPECS

WSIZ: D5	LEVEL/ELEVEL BONUS: +0/+0
WPFC: 4	ADV/CRITICAL BONUS: +3/+3
INT : Human	EXPERIENCE POINTS : 20
LANG: *WF & 85%ET	BONUS: 10xL

CREATURE CHARACTERISTICS

CHR	ROLL	AVG	ADC	CHR	ROLL	AVG	ADC
CON:	2+16	23	+0/+0	STR:	2+17	24	x2+1
DEX:	2+17	24	-1/4	AIM:	2+20	27	-1
REC:	3	10	D2	SPD:	2+16	23	24/16/8
ED :	2+10	17	2	STA:	2+24	31	31

ARMOR

BASIC = FUR

HEAD =	x1
BODY =	x1
WINGS =	--
ARMS =	x1
LEGS =	x1

MUTATIONS

NAME	LEVEL	CHNC	USABLE
Night Eyes	0	100%	C
Poison Resistance	0	100%	L-5
Shield Shatter	2	100%	C
Quantum	4	100%	L/2
Penet Bolt Minor	10	25%	L/5

Woffen are a highly evolved intelligent race with an ancestory linking them to the wolves of Earth. These jovial creatures are quite sociable and are known for their keen wit and love of good humor. These are not unusual traits, but not many creatures who fight with such savage intensity are good company. Their ferocity is unparalleled as is their devotion to honor. Woffen have a strong sense of fair play and are excellent judges of character. When dealing with serious subjects, Woffen speak in a straight forward manner. Their canine instincts serve them well. Many of their mannerisms are wolf-like, such as good grooming and desire to travel in large groups. Woffen troops are among the best organized and most efficient on JORUNE. They are proud of their organizational capabilities, and excel in the field of tactics.

Their nation of Lundere, captial Yoshtar, is a land of the ancients. Large groups of Shanthas once inhabited the Lunderian region. Many races scavange the miles of forested wilderness in Lundere in the hopes of finding Shanthic treasure. Humans and Woffen share a special closeness to one another; during the "Ninindrue plauge slayings" of the fifteenth century P.C., Humans saved many Woffen from unneccessary death. The goodwill that existed then has always applied.

Woffen enjoy drinking, usually to excess. One of their favorite beverages is naffecine. Relaxing in dirt "Shenters," (after houses —places where Woffen go to relax after especially hard work or combat), they display their finest talent; an insatiable desire for and incredible knack at droll humor. The oddest things seem to totally displace Woffen from their senses, not to mention their seats. Howls literally fill these Woffen chambers.

Woffen are man sized, armored with a heavy fur. They are bipedal, but capable of running on all fours (add 10 to their Speeds). Their palms are quite manipulative and very strong. Although not as graceful as Crugar, they are more skilled at the art of combat. Due to their musculature, when Woffen make overhead swings they inflict five times normal damage instead of the normal quadruple damage listed on the combat tables. Woffen and Crugar have a passionate hatred of one another. Given the opportunity, Woffen will gladly do away with one of their nemisis. Woffen are available for hire in abundance, preferring adventures involving Crugar discomfort.

Woffen towns are festivous places; they love ritualistic combat, and nearly continuous celebration. Adventuring characters miss their close knit communities. Many epics begin in Woffen shenters, as tales of adventure and glorious riches are temptingly spun.

WOFFEN IN ACTION

It is important that the referee know whether an intelligent or wild-intelligent encounter is being generated. Chapter 2, section 2100 starts the ball rolling for intelligent encounters, 2200 for wild-intelligent encounters. Some material is needed before the following creature descriptions make sense. (If browsing, continue).

If you haven't already done so, look at the creature descriptions (on the pages preceeding this. They are in alphabetical order) that you will be using. Get a feel for GENERAL SPECS, CREATURE CHARACTERISTICS, ARMOR, MUTATIONS, and the description of the creature itself.

1110 **GENERAL SPECS**
1120 **CREATURE CHARACTERISTICS**
1130 **ARMOR**
1140 **MUTATIONS**
1150 **POSSESSIONS**
1160 **TYPE OF MOUNT**
1170 **PERSONALITY**
1180 **ORIGIN**
1190 **QUICK & DIRTY**

The following sections explain the terminology used on the creature tables. A method of generating the details of intelligent creatures is provided.

1110 GENERAL SPECS

1111 **WSIZ**
1112 **WPFC**
1113 **INT**
1114 **LANG**
1115 **LEVEL/ELEVEL BONUS**
1116 **ADV/CRITICAL BONUS**
1117 **EXPERIENCE POINTS**
1118 **BONUS**

The GENERAL SPECS portion listed for each creature describes general characteristics of the race.

1111 WSIZ

The WSIZ, or "wild intelligent size" is a die roll used in chapter 2, section 2230 for determining the number of intelligent creatures living together in the wild.

1112 WPFC

WPFC, or "warp factor" is a number from 0 to 19 which measures the creature's ability to deflect oncoming mutational attacks. Whenever it looks like a creature has been hit by such an attack, roll a D20; if the roll is less than or equal to the warp factor, then the attack was deflected around the defending creature's body.

1113 **INT**

INT, or "intelligence" is simply a measure of the mental complexity of a creature. The possible categories are "Greater than Humans", "Human", "Sub-Human", and "Semi-Intelligent".

1114 **LANG**

The language listing indicates the creature's native tongue and the chances of knowing Entren (the common langauge of Burdoth). A star * indicates that all creatures of that race are familiar with the language. Note that abbreviations are used for the names of all languages.

1115 **LEVEL/ELEVEL BONUS**

The LEVEL/ELEVEL BONUS are numbers which modify the Level and Effective Level rolls. Just as a reminder, Level is an indication of a creature's power; it is a number from 0 to 20 which relates capability to experience and physical maturity. The table below generates the Level of a creature by means of a D100 roll. Apply the Level Bonus to this roll by moving down one row for every point of LEVEL BONUS. If the result is greater than 90, roll a second time on the second half of the table, starting with Level 6. If the index is pushed further than Level 5 by an index, do *not* reroll the D100 on the Level 6 through 20 section, simply look further down the table as the index would have you. On a natural roll of 91 to 100, the Level bonus is not applied until after the second D100 roll is made. To determine the Effective Level, add the creature's Level and Effective Level bonus together.

Certain party members are usually not high Level. The three different types are described in chapter 2, section 2130. Servants are always Level 0. Guards are from Level 0 to 5. Adventurers and Wild-intelligent creatures may be any Level. Treat these as suggestions; exceptions abound.

T1115 LEVEL OF A CREATURE

ROLL:	LEVEL:	ROLL:	LEVEL:	ROLL:	LEVEL:
1-10	0	41-60	1	91	11
11-20	0	61-70	2	92	12
21-25	0	71-80	3	93	13
26-30	0	81-85	4	94	14
31-35	0	86-90	5	95	15
36	0	1-30	6	96	16
37	0	31-50	7	97	17
38	0	51-65	8	98	18
39	0	66-80	9	99	19
40	0	81-90	10	100	20

WILD-INTELLIGENT CREATURES CAN BE ANY LEVEL	ANY
SERVANTS ARE ALWAYS LEVEL 0	0
GUARDS ARE BETWEEN LEVELS 0 AND 5	0-5
ADVENTURERS CAN BE ANY LEVEL	ANY

For example, in the case of a Pocnot Adventurer (see 1110.17 in the DESCRIPTION section) we have a Level Bonus of +4 and an Effective Level bonus of +2. If 83 was rolled on the D100, the Level of the Pocnot would be 8. If a 23 was rolled, the Level would be 0. A roll of 92 leads us to roll a D100 again. If this second roll resulted in a 37, the Pocnot would be Level 11. The Effective Level of the Pocnot in this case is 13 because of the +2 bonus.

1116 **ADV/CRITICAL BONUS**

The Advantage and Critical Hit Bonuses are used in combat and indicate both the cunning and the accuracy of combat attacks made by the creature. Any Advantage Bonus is added to the creature's Advantage roll each combat round. The Critical Hit Bonus is added to the creature's Critical Hit roll.

1117 **EXPERIENCE POINTS**

Experience Points are a measure of the danger associated with combatting, or avoidingcombat with, the creature. When characters accumulate enough experience points, theirLevels increase.

1118 **BONUS**

This number is added to the Experience Point value of a creature and is usually Level dependent. For example, the Pocnot's Bonus listing is 10xL. A Level 8 Pocnot would be worth 100 Experience Points (10 x Level 8 = 80, 80 + 20 Experience Points = 100).

1120 **CREATURE CHARACTERISTICS**

1121 CONSTITUTION ADC
1122 STRENGTH ADC
1123 RECOVERY ADC (OPTIONAL)
1124 DEXTERITY & AIM
1125 SPEED ADC (OPTIONAL)
1126 EDUCATION ADC (OPTIONAL)

Record encounters on sheets of scratch paper or on CHARACTER SHEETS.

If the referee has time, the characteristics of each NPC should be rolled; otherwise, the averages listed for each characteristic may be used. (Just as a reminder, characteristics are traits or qualities of creatures, such as Strength, Dexterity and Constitution. Although Social Standing is a characteristic, it is up to the referee to generate this for non-player characters; no roll is made.) If rolling characteristics, look up the ADCs, (**AD**justed **C**haracteristics), of the tables below. Note that these tables are more complete than those in chapter 1, section 5600. The CREATURE CHARACTERISTICS section contain the ADCS for creatures of average rolls. Those marked (OPTIONAL) are not usually needed.

The rolls listed use the format mentioned in the dice section in chapter 1. When a roll lists no die type, assume it to be a D6. Thus, 2+14 really means 2D6+14, and 3 really means 3D6. Roll the dice listed for each characteristic. Record these numbers along with the ADCS which accompany them; they are listed on tables below. The actual characteristic rolls are only important for Constitution and Stamina, but the ADCS are needed for every characteristic. Education and Recovery are unimportant in most combat situations.

1121 **CONSTITUTION ADC**

T1111 CONSITUTION ADC

CHARACTER'S CONSTITUTION:	BONUS TO HIT AT CLOSE:	BONUS TO HIT AT RANGE:
1-2	+3	+12
3-5	+1	+6
6-10	+0	+2
11-28	+0	+0
29-60	+0	-1
61-100	-1	-2
101-200	-2	-4
201-400	-3	-6
401-800	-4	-9

AND SO ON. REPEAT THIS SAME PATTERN INDEFINATELY.

1122 **STRENGTH ADC**

Details of the strength ADC can be found in section 1.5720.

T1112 STRENGTH ADC

STRENGTH:	ADC	STRENGTH:	ADC
1-5	x1/2	23-25	x2+1
6-8	x1-1	26-28	x2+2
9-12	x1+0	29	x3-2
13-15	x1+1	30-32	x3+0
16-18	x1+2	33-35	x3+1
19	x2-2	36-38	x3+2
20-22	x2+0	39	x4-2

AND SO ON. REPEAT THIS SAME PATTERN INDEFINATELY.

1123 **RECOVERY ADC**

Details of the Recovery ADC can be found in section 1.5730

T1113 RECOVERY ADC

RECOVERY:	POINTS HEALED PER DAY:		RECOVERY:	POINTS HEALED PER DAY:	
1-6	1	/DAY	46-50	D20	/DAY
7-10	D2	/DAY	51-60	1	/HOUR
11-14	D3	/DAY	61-70	D2	/HOUR
15-18	D4	/DAY	71-80	D6	/HOUR
19-22	D5	/DAY	81-UP	D20	/HOUR
23-28	D6	/DAY	C	1	/ROUND
29-34	D8	/DAY	B	D6	/ROUND
35-40	D10	/DAY	A	D20	/ROUND
41-45	D12	/DAY			

1124 **DEXTERITY AND AIM ADC**

Details of the aim and dexterity ADC are located in section 1.5740.

T5314 AIM AND DEXTERITY ADC

CHARACTER'S DEXTERITY:	AIM BONUS:	ATTACK BONUS:	DODGE DONUS:
1-5	+6	+6	1
6-9	+4	+4	1
10-13	+2	+2	2
14-17	+1	+1	3
18-22	+0	+0	4
23-27	-1	-1	4
28-32	-2	-2	5
33-37	-3	-3	6
38-42	-4	-4	7
43-47	-5	-5	8
48-52	-6	-6	8
53-57	-7	-7	9
58-62	-8	-8	10
63-67	-9	-9	11
68-72	-10	-10	12

1125 **SPEED ADC**

Details of the speed ADC is located in section 1.5760.

T5315 SPEED ADC

SPEED:	SPRNT	ADC RUN	JOG	SPEED:	SPRNT	ADC RUN	JOG
1-2	2	2	1	37-38	38	24	12
3-4	4	4	2	39-40	40	26	13
5-6	6	4	2	41-42	42	28	14
7-8	8	4	2	43-44	44	28	14
9-10	10	6	3	45-46	46	30	15
11-12	12	8	4	47-48	48	32	16
13-14	14	8	4	49-50	50	32	16
15-16	16	10	5	51-52	52	34	17
17-18	18	12	6	53-54	54	36	18
19-20	20	12	6	55-56	56	36	18
21-22	22	14	7	57-58	58	38	19
23-24	24	16	8	59-60	60	40	20
25-26	26	16	8	61-62	62	40	20
27-28	28	18	9	63-64	64	42	21
29-30	30	20	10	65-66	66	44	22
31-32	32	20	10	67-68	68	44	22
33-34	34	22	11	69-70	70	46	23
35-36	36	24	12	71-72	72	48	24

1130 **ARMOR**

To determine the natural armor (type of skin) of the NPC, look under the ARMOR section of the creature description. This will list the armor protection for each part of the body of the creature.

1140 **MUTATIONS**

Many creatures have mutations that mature as they age (and go up in level). Look under the MUTATIONS section of the creature description. After the name of each mutation is a Level number. Creatures must be of a level at least as high as this number in order to use the mutation. If the creature's Level is high enough a D100 roll must be lower than the number listed in the CHNCE column (chance). The number of times a day that a mutation can be used is listed under the USABLE column. For details on these mutations, see section 2000.

1150 **POSSESSIONS**

1151 **Armor Worn**
1152 **Weapons**
1153 **Common Items**
1154 **Capsules**
1155 **Money**
1156 **Earth Items**
1157 **Crystals**
1158 **Limilates**

Wild-intelligent creatures (type wild-intelligent = TW), usually carry only armor, weapons and common items. Intelligent creatures are broken down into three categories as described in chapter 2, section 2130. There are servants (type servant = TS), guards (type guard = TG), and adventurers (type adventurers = TA). The possessions usually carried by these types are listed on a following table.

Older creatures have had more time to acquire weath and gain power. Thus, they should have a greater abundance of items, weapons, etc. Use the Level of a creature to determine the Possessions Index on the table below.

T1140 POSSESSION INDEX

LEVEL:	BONUS:	LEVEL:	BONUS:
0-3	+0	11-15	+3
4-5	+1	16-20	+4
6-10	+2	21-UP	+5

TW: ARMOR, WEAPONS & COMMON	1141 TO 1143
TS: COMMON	1141
TG: ARMOR THOUGH MONEY	1141 TO 1145
TA: ALL POSSESSIONS CHECK FOR	1141 TO 1148

1151 **Worn Armor**

The armor worn by a creature is determined by a D100 roll on the table below. Ignore results which would be senseless for the creature in question (it would for example, be ridiculous for a winged creature to wear heavy armor). Next roll another D100 on the table following T1151 ARMOR TYPE to determine the material that the armor is made from. Use the possession bonus only on the armor composition roll.

AT1141 ARMOR TYPE

ROLL:	COMPONENT:	ROLL:	COMPONENT:
1-20	NONE	31-40	PARTIAL SUIT
21-25	NONE	41-90	SUIT
26-30	NONE	91-100	SUIT

If the D100 roll indexes past 100 on the basic materials portion, then re-roll the D100 under the advanced materials portion of BT1151.00

BT1141 ARMOR MATERIALS

BASIC MATERIALS ROLL:	MATERIALS USED:	ADVANCED MATERIALS ROLL:	MATERIALS USED:
1-20	HIDE	1-5	ERP
21-30	HIDE	6-20	CARP
31-40	HIDE	25-85	METAL
41-80	FUR	86-90	BED
91-95	MAIL	91-99	GRUNDER
96-100	BONE	100	THAILIRIAN

Index the roll of a 2D6 on the table below for shields and helmets. Use table T1151 ARMOR MATERIALS to determine their composition.

CT1141 SHIELDS & HELMETS

2-9	NONE	2-9	NONE
10	LIGHT SHIELD	10	LIGHT HELMET
11-12	HEAVY SHIELD	11-12	HEAVY HELMET

ROLL ON TABLE AT1141 TO DETERMINE THE MATERIAL USED

1152 **Weapons**

Weapons come in three categories, swung, thrown and launched. On the table below, index the roll of 2D6 to find how many of each weapon type is carried. Index the roll of a D100 to determine the identity of each weapon. Do *not* apply the possessions bonus, (T1150), to any of the rolls made in the weapon section.

T1142 WEAPONS

SWUNG		THROWN		LAUNCHED	
ROLL:	QUANTITY	ROLL:	QUANTITY	ROLL:	QUANTITY:
2-9	1 SWUNG	2-9	NO THROWN	2-9	NO LAUNCH
10-12	2 SWUNG	10	1 THROWN	10-12	1 LAUNCHED
		11-12	2 THROWN		
1-5	CLUB	1-5	SLING	1-65	BOW
6-20	MACE	6-45	KNIFE	66-80	L-BOW
21-25	SPEAR	46-50	T-KNIFE	81-90	X-BOW LHT
26-35	AXE	51-60	SPEAR	91-100	X-BOW HVY
36-45	M-STAR	61-85	T-AXE		
46-75	SWORD	86-90	T-STAR		
76-90	2-SWORD	91-100	BOLA		
91-100	B-AXE				

1153 **Common Items**

Don't think too hard here. Items such as torches and rope usually have little effect upon game play. If such items are needed, ad-lib some sort of roll.

1154 **Capsules**

Capsules are described in section 3410. Usually it is only the TG and TA who carry these small items. To determine the quantity of capsules carried, index the roll of a D100 on the left hand side of the table below. Be sure to index down the table as specified by the Possessions Index of T1150. When the number of capsules has been determined, index the roll of a D100 once for each capsule on the table to the right. Do **not** apply any level bonuses to this roll!

T5440 NPC CAPSULES

ROLL:	NUMBER OF CAPSULES	ROLL:	CAPSULE TYPE:
1-60	0	1-6	BARRIER
61-65	0	7-17	BLINDER
66-70	0	18-31	COLD
71-75	0	32-47	FIRE
76-80	0	48-57	FLARE
81-85	1	58-62	FOOD ODORS
86-90	D2	63-67	KO
91-94	D4	68-71	REPELL
95-98	D6	72-80	SMOKE
99	D8	81-93	TJ
100	D20	94-100	TANGLER

1155 **Earth Items**

To determine how many Earth items are carried by a creature, index the roll of a D100 on the table below. Be sure to apply the Possessions Index provided by table T1100. If the roll indexes past 100, the number of Earth items is D6.

T1145 EARTH ITEMS

ROLL:	NUMBER OF ITEMS	ROLL:	NUMBER OF ITEMS
1-40	0	91-95	0
41-65	0	96-98	1
66-80	0	99-100	D3
81-90	0		D6

To determine the identity of each Earth item, index the roll of a D100 on the table below. Do **not** use the level bonus table when rolling for the types of the item.

T1145 EARTH ITEMS

ROLL:	NUMBER OF ITEMS	ROLL:	NUMBER OF ITEMS
1-8	BREATHER-U2	51-52	RECEIVER-
9-16	CLIMBER-U2	53-57	SCREAMER-U2
17-30	COMLINK-U1	58-70	SIGHT LIGHTS-C1
31-33	ENERGY DETECTOR-U1	71-72	SNAG-U1
31-33	GAS MASK-U2	71-72	SOUND SCOPE-P1
34-35	GLIDER-U2	73-76	TEC-ROPE
36-38	GRAVS-U2	77-83	TRACER-P4
39-48	LOCATOR-C1	84-91	TRANSLATOR-C2A
49-50	POWER GRAPPLE-U3	92-100	UTILITY POLE-U1
31-33	POWER STEP-U4	71-72	VERIFIER-P1
31-33	POWER TORCH-U2	71-72	VIEWERS-P1

Creatures may or may not have the medallions required to operate these Earth items. The more powerful the item, the lower the chances.

1156 **Money**

To determine how much money is carried by a creature, index the roll of a D100 under the appropriate column on the table below. Be sure to apply the Possession Bonus of table T1150. Creatures found in the wild (Wild-intelligent creatures) rarely use the "Gem" currencies.

T1146 MONEY

TYPE SERVANT ROLL:	MONEY		TYPE GUARD ROLL:	MONEY		TYPE ADVENTURER ROLL:	MONEY	
1-25	NONE		1-5	NONE		1-2	NONE	
26-75	D20	GU	6-75	D100	GU	3-10	D100	GU
76-85	D100	GU	76-85	D100	GO	11-20	D100	GO
86-95	D100	GO	86-95	D6	GL	21-75	D20	GL
96-99	D6	GL	96-97	D12	GL	76-85	D60	GL
100	D20	GL	98-99	D20	GL	86-95	D10	GM
			100	D40	GL	96-97	D20	GM
						98-99	D40	GM
						100	D6	GC
							D20	GC

1157 **Crystals**

Index the roll of a D100 on the table below for the number of crystals carried. Be sure to apply the level bonus from table T1150. To determne the identity of each crystal, index the roll of a D100 on the right hand side of the table. The possession Bonus is not used in determining the type of crystal.

T1147 CRYSTALS

ROLL:	NUMBER CRYSTALS	ROLL:	CRYSTAL TYPE
1-40	0	1-10	BLACK
41-65	0	11-27	BLUE
66-80	0	28-34	CLEAR
81-90	0	35-43	GOLD
91-95	0	44-47	GREEN
96-98	1	48-59	ORANGE
99-100	D3	60-71	RED
	D6	72-77	SILVER
		78-82	WHITE
		83-100	YELLOW

Additional information on crystals can be found in section 3830. Each crystal is assumed to have 2D6 charges.

1158 **Limilates & Poisons**

To determine the number of limilates carried, index the roll of a D100 on the left hand side of the table below. Be sure to apply the Possession Bonus of table T1150. To determine the types of limilate, index the roll of a D100 on the right hand side of the table below. Repeat this for each limilate. Do *not* apply the Possession Bonus to the limilate type roll.

PREPARE 16 LINES FOR T1158 LIMILATES & POISONS

T1148 LIMILATES & POISONS

ROLL:	NUMBER OF LIMILATES & POISONS	ROLL:	LIMILATES
1-40	0	1-5	CRUMBLE
41-65	0	6-10	DEW
66-80	0	11-20	ENDURANCE
81-90	0	21-25	HARNESS
91-95	0	26-40	HEALTH
96-98	1	41-60	LIFE
99-100	D3	61-70	PREP
	D6	71-75	SAP
		76-80	SIGHT
		81-90	SPEED
		91-100	STRONG

See section 3841 for details on the various limilates.

1160 **LANGUAGES SPOKEN**

To determine the number of languages the creatures speaks in addition to it's native tongue and Entren (both rolled for in section 1113), index the creature's Education on the table below. Take into account the Possession Bonus of section 1140.

AT1160 LANGUAGES SPOKEN

ED:	NUMBER OF ADDITIONAL LANGUAGES SPOKEN	ED:	NUMBER OF ADDITIONAL LANGUAGES SPOKEN
1-12	0	31-35	D6
13-17	D2-1	36-40	2D6
18-24	D3-1	41-45	3D6
25-30	D4-1	46-50	4D6

For each language spoken, index the roll of a D100 once on the table below. If a roll exceeds 95, then re-roll the D100 and index it on the second listing, (the one that starts with ACUBON.

BT1160 LANGUAGES

ROLL:	LANGUAGE SPOKEN	ROLL:	LANGUAGE SPOKEN
1-15	BRONTH	15-16	BOUDER
16-30	WOFFEN	17	CLEASH
31-45	CRUGAR	18-24	CORASTIN
46-65	PUNDIT	25-35	CROID
66-75	TRARCH	36-40	DAEGON
76-80	THRIDDLE	41-60	DARLITH
81-85	TOGAR	61-70	DEMOOR
86-90	RAMIAN	71-73	KNIK
91-95	POCNOT	74-85	SALU
96-100	ROLL A D100 BELOW	86-90	SCARMIS
1-10	ACUBON	91-93	THIVIN
11-14	BLOUNT	94-100	WALLUSK

Roll again for the number of languages, rolling that number of times to determine skill classes known by the character. Use a bit of common sense if something odd is rolled. Only under the oddest of circumstances would an "Important Person" have skills as a Githerin (Thief).

1170 PERSONALITY

As we all know, most everyone has some sort of interesting or odd personality traits. Index the roll of a D100 on the table below while also rolling a D6. The D100 roll generates a personality trait. If the D6 results in a 5 or a 6, then repeat the process and generate another characteristic. Keep this up until a 1 through 4 is rolled on the D6. Ignore contradictions such as "Clean" and "Dirty" unless you are prepared to create schizophrenics.

T1170 PERSONAILITY

ROLL:	CHARACTERISTIC	ROLL:	CHARACTERISTIC
1-2	HATES A RACE	49-51	JOKER
3-4	STUCK UP	52-56	WELL TRAVELED
5-7	COWARD	57-63	AGGRESSIVE
8-10	HERO TYPE	64-66	PASSIVE
11	WISE CREATURE	67-70	WITTY
12-15	NAIVE	71-77	DULL
16-19	FOOLHARDY	78-79	CULTURED
20-26	MONEY HUNGRY	80-85	UNCOUTH
27-30	FEARS A RACE	86-89	PERSONABLE
31-37	VERY INDEPENDENT	91-92	LOUD
38-41	VERY QUIET	93-94	NEAT
42-48	VERY TALKATIVE	95-100	MESSY

1180 CREATURE ORIGIN

Index the roll of a D100 on the table below to determine the origin of the creature in question. If the roll seems unlikely (as it often will), make something up on your own based upon your knowledge of **JORUNE**.

T1180 CREATURE ORIGIN

ROLL:	ORIGIN	ROLL:	ORIGIN
1-90	BURDOTH	89-90	VOLIGIRE
1-40	ROS CRENDOR	91-92	SHARDEN
41-60	DRAIL	93-94	CRENDOR
61-85	TEMAUNTRO	95-100	OTHER
86-88	LUNDERE		

1190 QUICK & DIRTY

1191 **GENERAL SPECIFICATIONS**
1192 **CREATURE CHARS**
1193 **ARMOR**
1194 **MUTATIONS**
1195 **POSSESSIONS**
1196 **FILLING IN THE BLANKS**

This section assumes that time is of the essence. It generates only gross approximations for groups of creatures. Definitions are not provided for many of the terms listed here. It is not recommended that beginning referees attempt to use this section. Use the sections which preceed this one.

Be prepared to add-lib a great deal. Again, this section generates only the most minimal details.

1191 GENERAL SPECIFICATIONS

Each creature description contains a GENERAL SPECS section. This informtation is broad and describes aspects of the entire race. If time is really short, make something up for the creature's level and go on to 1100B.

LEVEL/ELEVEL BONUS We're going to ignore these numbers and roll a D20 for level on the table below. Nudge the level of the creature higher if the LEVEL BONUS is very big. Don't worry about the EFFECTIVE LEVEL BONUS. Make the Effective Level a little higher than the Level if the bonus is large. Hint: Try using this table for a couple of creatures, say 5 or 10 at a time.

T1191 QUICK LEVEL ROLL

ROLL:	APPROXIMATE LEVEL	ROLL:	APPROXIMATE LEVEL
1-15	LEVEL 0	19	SOMEWHERE ABOUT 10
16-18	>0,<7 ABOUT 4 OR 5	20	HIGHER THAN 10

WPFC Jot it down.

ADV/CRIT BONUS Better have this too.

1192 CREATURE CHARACTERISTICS

The following is a list of only the most important characteristics.

CON Use the average roll.
STR ADC only.
DEX ADC only.
AIM ADC only.

1193 ARMOR

Write down the basic armor type.

1194 MUTATIONS

Write down any mutatios that the creatures might have based opon the mutation listings. Skimp on the chance roll. Be loose on the Level restrictions. Guess at the usable figure.

1195 POSSESSIONS

Without laboring over the most complex portion of the creature generation, quickly generate the following:

ARMOR BEING WORN Fur or hide are the old standbys. Choose the armor in big lumps. If there are 20 creatures, maybe 20 have one type of armor and the other 10 have another type. Restrict the use of armors better than metal.

WEAPONS Sword is the basic weapon. Follow the same procedure as armor being worn.

CAPSULES Roll a D100. On a high roll, throw in a few capsules.

CRYSTALS Same as capsules, but wait for some really high rolls.

EARTH ITEMS Same as capsules, but wait for numbers like 96 to 100.

1196 FILLING IN THE BLANKS

You've only done one tenth of the die rolls you probably needed. Hopefully this won't be clear to the players. Sit and think for a second about non-time consuming details which could add some flavor to the encounter. Keep in mind that anything not yet rolled can be later generated if your players get too nosey. Always round down when it comes time to estimate an NPC'S money or items.

1200 NON-INTELLIGENT CREATURES

1210 **LAIR**
1220 **SURP**
1230 **ARMOR**
1240 **WHEN FOUND**
1250 **MUTATIONS**

Definitions of most terms used in the charts and tables can be found in the intelligent creatures section, 1100. Those special to the non-intelligent list are presented at the end of the list, starting in 1210.

1200.01 BOCHIGON

GENERAL SPECS

RESP: +1	TYPE: HERBIVORE
WPFC: 0	LAIR: NONE
SURP: C(1-2 4-20)P	IN LAIR: -
ADV/CRITICAL BONUS: +0/+0	EXP: 50

ARMOR=FUR

LOC:	xAR TO HIT
BODY	x4(-8/-14)
HEAD	x3(-2/ +2)
LEGS	x3(-4/ -6)

CREATURE CHARACTERISTICS

CHAR	ROLL	AVG	ADC
CONSTITUTION:	2x20+60	200	
STRENGTH:	2x7+1	50	x5+0
DEXTERITY:	2+10	17	+1/3
SPEED:	2+19	26	26/16/8

WHEN FOUND

ROLL	ACTION
1-18	GRAZING
19-20	DRINKING

MUTATIONS

NAME	CHANCE	USABLE
Night Eyes	100%	C
Regeneration	100%	C

Bochigon are described in detail in section 3610.01. This description deals less with their domesticated featues, and more with this creature's unique bold with its environment.

The bochigon is a terribly large beast. Almost a habitat for other creatures, its thick fur provides warmth and shelter for small birds and rodents. These creatures spend their time grazing. They eat for about two to three hours each day. Like the thombo, bochigon prefer the "bik-bo grass" found near meadows and streams. Although basically friendly, these creatures have no patience for curiosity seakers. They realize their tremendous power and use force under great restraint. They could readily crush most other creatures with a single step.

As noted in their description under domesticated riding creatures, bochigon can be trained and make excellent mounts for the larger **JORUNE** creatures. Their intellects do have a tendency to become troublesome however; the stubborn nature of the bochigon has forced many creatures to walk across dangerous terrain where the creature refuses to travel.

The feet of the bochigon are easily used as weapons. Although they will avoid attacking they are never-the-less able to defend itself by quite tangible means. A swift kick by a bochigon cuff is enough to throw all but the largest creatures flying.

1200.02 CORONDON

GENERAL SPECS

RESP: -*: -*: -* MANIAC	TYPE: CARNIVORE
WPFC: 3: 10: 16	LAIR: 85% CAVE
SURP: C<1-4 12-20>P	IN LAIR: 25%
ADV/CRITICAL BONUS: +0/+0	EXP: 500/10000/50000

CREATURE CHARACTERISTICS

CHR	SMALL ROLL:AVG	MEDIUM ROLL:AVG	LARGE ROLL:AVG
CON :	2x50+250: 600	2x300+5000: 7100	2x5000+15000:50000
STRM:	2x10+50: x12	2x20+40: x18	2x20+60: x20
STRC:	2x3+20: x2	2x3+30: x3	2x5+30: x4
DEX :	+0/0	+1/0	+2/0
AIM :	-1	-1	-1

ARMOR = CRUDGE

LOCATION:	*DAM	SMALL	MEDIUM	LARGE
BODY	x1	x3(-2/ -5)	x5(-3/ -7)	x8(-5/-15)
HEAD	x1/2	x2(+4/ +3)	x3(+5/ -1)	x6(+7/ -4)
ARMS	x1/2	x1(+3/+12)	x1(+2/+10)	x2(+2/ +8)
LEGS	x1/2	x2(+0/ +3)	x3(-2/ +0)	x5(-2/ -3)
TAIL	x1/2	x1(-2/ +2)	x2(-4/ +0)	x4(-6/ -2)
GLAND	x0	x0(+15/+21)	x0(+15/+21)	x0(+15/+21)

ADVANTAGE

ADV	ACTION
1-10	THAILIERS
11-13	MOUTH
14-17	THAIL & MOUTH
18-20	MUTATION

MUTATIONS

NAME	CHANCE SM	CHANCE MD	CHANCE LR	USABLE SM	USABLE MD	USABLE LR
Penet Bolt Minor	3	12	25	2	10	40

PENTRATION BOLT COMES FROM SMALL GLANDS LOCATED NEAR THE CORONDON'S MOUTH.

The Corondon, or Dhar Corondon as large specimens of this species are called, are the raw materials and inspiration for much of the Shanthic technology and culture. Each of the four Corondon arms supports three thailiers, long nail-like protrusions which boast a sharpness beyond the most finely honed steel. Their upright bodies are internally insultated by a thick layer of a cartilage-like material. Removed from the Corondon, this material can be worked into an ultimate form of protection. Thailierian armor, as it is called, decays rapidly after removal from Corondon unless treated by specialized armor smiths. Once boiled in boji leaves, it becomes pliable and is suitable for use in armor construction. Note that in its natural state, the Corondon receives no protection from this insulating layer.

The bellowing roar of the Corondon can be heard thoughout valleys of **JORUNE**. Heard close up, the sound can cause painful ringing of the ears.

The use of this creature's thailiers in the construction of Shanthic blades roots back to the earliest shanthic histories. The Dhar Corondon plays a large part in their mythology; legends speak of this creature's terrible fury and great destructive potential. Dhar Corondon provided even primitive Shanthas with a source of armor, weapons, and food.

These creatures are known by many different names across JORUNE. Although Corondon is the most common, each race seems to have its own special method of description. Ramian refer to these creatures as "Tirictyve" (Devil's guide). Crugar call them "Techindol" (Lanced Killer pronounced tech-in-dill with the "n" and "d" spoken together as "nd"). These names even vary from dialectic region to region.

Corondon are highly territorial. Although occasionally found in small groups, they usually live far secluded from one another. Their territories are closely examined each month or so. This creature fells trees near the perimeter of its land. Tree stumps with broken teeth lain in them are strewn about Corondon controlled land. This is only one example of the many signals these creatures give to ward off others of their kind.

Their large thailiers serve well as spears in combat. Even without any special Shanthic preparation, these weapons inflict double damage. This is not taken into account in describing the Strength Multiplyer of the creature. Small orbs of flesh dangle from the sides of the Corondon mouth. Appearing to be eyes, they are in fact the origins of the Corondon's Penetration Bolt ability. Rarely envoked, this mutation inflicts 5 points of damage to any creature hit, regardless of armor; even the mutation "Deflector" is useless in stopping the effects of this bolt. Thus, even well armored, highly trained creatures get a cold sweat when engaging Corondon in battle.

DHAR CORONDON

1200.03 CRILL

GENERAL SPECS

RESP: -2
WPFC: 4
SURP: C<1-5 16-20>P
ADV/CRITICAL BONUS: +0/+0

TYPE: CARNIVORE
LAIR: 100% MOUNTAIN CAVES
IN LAIR: 80% MOUNTAINS, 0% NOT
EXP: 15

ARMOR=HIDE

LOC:	xAR	TO HIT
BODY	x1	(+5/ +8)
HEAD	x1	(+12/+16)
WINGS	x1	(+4/ +6)

CREATURE CHARACTERISTICS

CHAR	ROLL	AVG	ADC
CONSTITUTION:	1	4	
STRENGTH:	2+14	21	x2+0
DEXTERITY:	2+21	28	-2/5
AIM:	2+24	31	-2/5
FLYING SPEED:	2+35	42	42/28/14

ADVANTAGE

ADV	ACTION
1-3	EVADE
4-8	FLY
9-16	LAUCH SHARDS
17-20	FROST BOLT

MUTATIONS

NAME	CHANCE	USABLE
Night Eyes	100%	C
Frost Bolt	100%	5

SHARDS INFLICT ARROW DAMAGE. ARMOR = 1/2 BOC-ROD IN TAIL ON A ROLL OF 6 ON A D6.

Crill are a form of desert bird. They have horrible faces studded with sharp, protruding bones. This creature is carniverous and hunts its prey day and night. After sighting food, crill dive at their prey, launching their bone shards at defenders with arrow-like speed and accuracy. Consider this talent to be an unlimited arrow supply for combat purposes.

These creatures make their homes in mountain caves. Their young hatch from small "cluster eggs," (groups of spherers) all meshed together. Heated over flame, these eggs become excellent thrown weapons. Their balance and grippability are almost as handy as their explosive tendencies.

When the eggs are heated, the infant crill is killed, but the remains undergo complex reactions, resulting in a powerful explosive element which needs only a firm impact for detonation. Treat these eggs as T.J.s (Throw Explodes Juniors, see section 3410.10) for damage purposes, but as throwing stars for hitting chances. Crill are incapable of using their offspring as weapons.

In the tail of the crill can lie a small boc-rod fragment. These creatures seem to have an almost "Narpis sense" of the whereabouts of such crystals. On a roll of 6 on a D6, the crill does in fact have such a fragment. Although these creatures are unable to use the boc-rod in an offensive way, their are quite talented at blocking mutational attacks against themselves. The internal boc-rods cannot be removed from dead crill. These creatures intertwine the flesh in their tails with the crystal in such a way that removal is impossible. Those attempting such an operation may receive D6 Hit Points of electrical shock damage for their attempt. Those desperate for temporary boc-rod usage often hang the entire crill tail off of their armor. This method will succeed until the flesh in the tail decays signficantly (this takes a day or two at the most) at which time the crystal will break apart.

1200.04 DAIJ

GENERAL SPECS

RESP: -*
WPFC: 20
SURP: C<1-16 20>P
ADV/CRITICAL BONUS: +0/+0

TYPE: ENIVORE
LAIR: NONE
IN LAIR: 0%
EXP: 30

ARMOR=BONE/HIDE

LOC:	xAR	TO HIT
BODY	x1	BONE
	x1	HIDE (+3/ +8)

CREATURE CHARACTERISTICS

CHAR	ROLL	AVG	ADC
CONSTITUTION:	1	4	
DEXTERITY	2+21	28	-2/5
SPEED:	2x6	42	42/28/14
AIM:	2x5	35	-3

ADVANTAGE

ADV	ACTION
1-6	FLY EVASIVELY
7-9	SWOOP IN
10-11	BRAIN BLAST
12	CAGE
13-14	DRAIN
15-17	SLEEP
18	WRAP AROUND
19-20	ESCAPE IN WARP

MUTATIONS

NAME	CHANCE	USABLE
Inner Eye	100%	C
Detect Level	100%	C
Brain blast	100%	5
Cage	100%	2
Drain	100%	20
Sleep	100%	40
Create Warp	100%	3

FLY EVASIVELY IS LIKE AN EVADE. IF HURT BADLY, THE DAIJ WILL CREATE A WARP AND ESCAPE. THEY DRAIN 50 VALUE POINTS/RND.

Daij are one of the few enivores (literally speaking, "energy swallowers") found on JORUNE. These parasitic creatures feed off the energy of others. Although many life forms absorb ambient JORUNE energy, daij prefer to eat it outright. Shantha and Caji are excellent sources of energy.

These flying creatures are shaped cylindrically, like a soup can with both ends removed. Their strong musculature ripples their flesh, providing more support and grace through the air than the simple mutational flying ability inherent in the species.

Daij see by means of the "inner eye" capability. Their vision is capable of delving into the realm of energy, where they can "see" its ebb and flow. When a Caji attempts to lauch a mutation at the daij, this creature sees the build up in energy and will immediately make an attempt to evade. This vision enables them to carefully select the most energized prey.

Creatures which eat the meat of a daij receive the same visual abilities of the creature. Inner eye with the value point detection lasts for one day after ingestion. The meat can be preserved by smoking it, lasting almost indefinitely. One daij kill provides enough dried meat for 20 creatures to obtain this extended vision.

When launching their mutations, these creatures use the information provided them by their "detect level" ability to use no less than the energy needed to effect the creature. For example, a daij would use at least 3 usages of Brain Blast when attacking a level 2 Caji. This smart usage of the daij's power makes them especially dangerous.

Daij attempt to smother unconscious creatures. By wraping their cylindrical bodies about their prey, they drain 50 value points of energy each round and cause the permanent loss of 5 value points.

1200.05 DAWTH

GENERAL SPECS

RESP: -*	TYPE: CARNIVORE
WPFC: 17	LAIR: 100% LARGE PITS
SURP: C<1-18	IN LAIR: 5%
ADV/CRITICAL BONUS: +0/+0	EXP: 100

ARMOR=FUR

LOC:	*AR	TO HIT
HEAD	x4	(+4/+10)
BODY	x5	(-2/ -4)
ARMS	x4	(+2/ +8)
LEGS	x4	(+1/ +6)

CREATURE CHARACTERISTICS

CHAR	ROLL	AVG	ADC
CONSTITUTION:	2x5+90	125	
STRENGTH:	2x5+20	55	x5+1
DEXTERITY:	3+10	20	+0/4
SPEED:	2+24	31	32/20/10

ADVANTAGE

ADV	ACTION
1-3	EVADE
4-5	DAWTH ROARS
6-7	FOG THICKENS
8-12	GRAB CREATURE
13-16	MAUL WITH PAWS
17-20	DRAIN

MUTATIONS

NAME	CHANCE	USABLE
FEELING	100%	C
DRAIN	100%	20

DAWTH CONTINUOUSLY GIVE OFF A THICK CLOUD OF INPENETRABLE FOG. +10 TO HIT INNER EYE & VIEWERS CAN'T SEE THROUGH IT

Dawth are heavily furred forest creatures. They give off a dense fog which obscures all forms of vision and recognition. The radius of the fog is an amazing 5 meters, even making it hard to determine even this creature's whereabouts. Although not extremely large or powerful, dawth are able to weaken their prey with the use of their "drain" mutation. They carry off the dead or unconscious to their lairs, large pitted areas located deep in forests, swamps, and jungles. Once there, the dawth prepares its meal for a long paralyzed wait. Dawth prepare their food before eating it. A gland located deep in the dawth's mouth excreets a paralyzing poison which incapacitates creatures with the loss of 100 Stamina points upon contact (there is no way of collecting this powerful poison). The fur of these creatures is haven to tiny "lirjin" (beetles). They scour the paralyzed body of the victim, eating its hair and clothing. The dawth will finally eat its prey a day or two later, keeping its prey incapacitated the whole time.

The roar of dawth is common in dense, heavily vegetated regions. This ear shattering sound will cause severe ringing if heard from closer than 10 meters. Creatures will be unable to speak to each other for a few rounds after a dawth roar.

Dawth attack parties while totally camouflaged. A thick rolling fog will engulf the party, followed by the soft footsteps of the approaching dawth. No creature has ever caught more than a glimpse of a living dawth. The fog they give off is so thick that it obscures vision almost completely. Their ability to see through the thick mist allows them to maul their prey and launch their drain mutation with excellent accuracy. However, all other creatures suffer a +12 to hit dawth. After this creature has grabbed one or two creatures, it will return to its lair at its top sprint speed.

Treat the dawth's attempt to grab as a fist attack; they are not attempting to kill at this point, but will lash out with their fists.

1200.06 DICHANDRA

GENERAL SPECS

RESP: +0	TYPE: CARNIVORE
WPFC: 0	LAIR: 100% IN WATER
SURP: C<1-16 18-20>P	IN LAIR: 0%
ADV/CRITICAL BONUS: +0/+0	EXP: 20

ARMOR=NONE

LOC:	*AR	TO HIT
BODY	x4	Use the
HEAD	x1	standard
ARMS	x1	tables
LEGS	x1	for Human
		creatures

CREATURE CHARACTERISTICS

CHAR	ROLL	AVG	ADC
CONSTITUTION:	2+9	16	
STRENGTH:	3x3	50	x3
DEXTERITY:	2+12	19	+0/4
AIM:	2+12	19	+0
SPEED:	2+5	12	12/8/4

ADVANTAGE

ADV	ACTION
1-5	EVADE
6-9	DODGE
10-14	POINT SWING
15-19	BULK SWING
20	BRAIN BLAST

MUTATIONS

NAME	CHANCE	USABLE
Brain Blast	100%	C

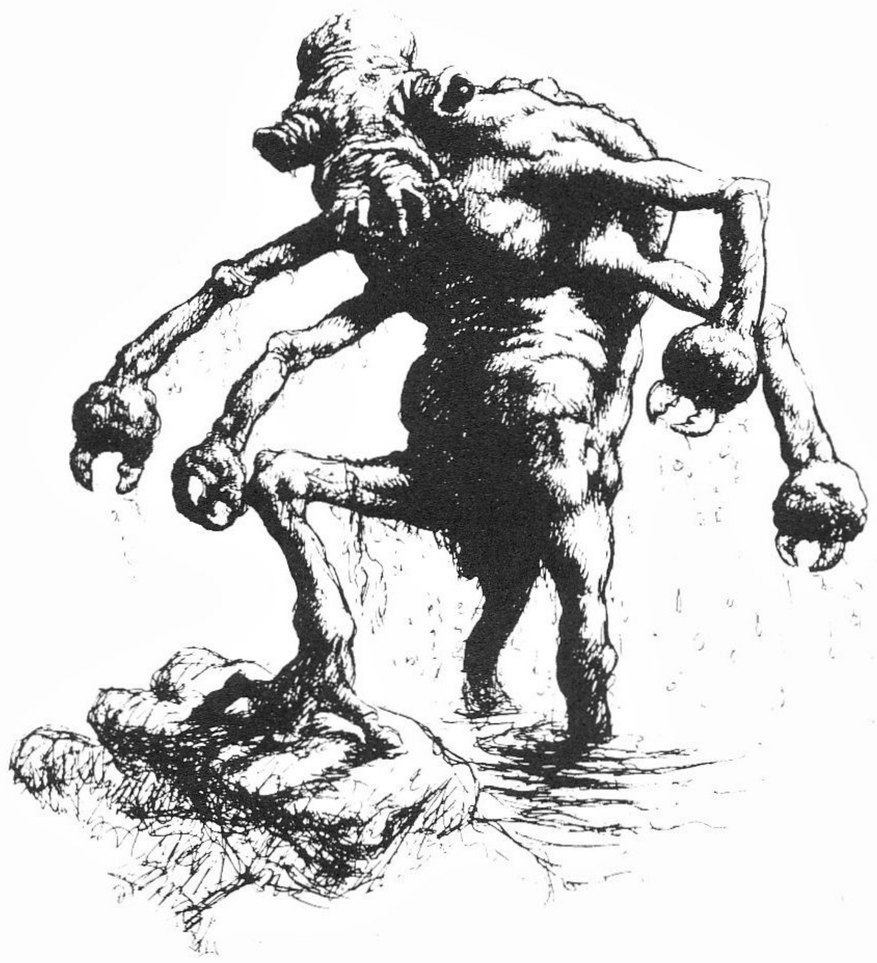
THEIR FACE CONTAINS PARALYSIS FLUID.
POINT SWING ACCOMPLISHED BY PINCHERS.
BULK SWING BY MEANS OF DICHANDRA STONE.

Dichandra are amphibious creatures which live in the lakes, rivers and streams of JORUNE. The solid protrusions which bulge off of their wrists are filled with calcium. In addition to using their pinchers for attack, Dichandra employ these hard growths as club weapons. The common term for these growths is "Dichandra Stone." Their tentacled face contains paralyzing fluids, which they use in capturing their prey.

Their small, Human shaped bodies look awkward, but these creatures never fall during evade attempts. Their skin is pale and easily broken. Dichandra avoid contact with creatures or groups of creatures much greater in size or number.

Dichandra homes are located as far underwater as possible. They prefer to live in nooks and crannies where they won't be found. These creatures are rarely found with company. Rarely will dichandra be found with others of its race at times other than mating. Dichandra reproduce by means of eggs deposited into the ground. Although the eggs are undetectalbe to passersby while still buried, the ground foams just before the creatures hatch. Somehow, dichandra are sensitive to the condition of their offspring. Anyone nearing dichandra eggs bring the wrath of these creatures upon themselves.

Dichandra are often killed so that their rock hard wrists can be used as musical intruments. By boring small holes throught the dichandra stones, instruments with the soft melodies of a superior wood instruments.



ADVANTAGE	
ADV	ACTION
3-9	WAVE HEAD
10-17	BITE
18-22	MUTATION

MUTATIONS		
NAME	CHANCE	USABLE
Pulse	100%	8
GO DOWN ONE ACTION ROW FIRST FEW ROUNDS.		

Dreglamon live hidden in large rock displacements. They are slightly mobile, capable of dragging their worm-like bodies towards their kills and dragging them back to their stone pits. The back of the dreglamon is carefully camaphlaged to look like random rock formations. The creature is sensitive to vibrations given off by creatures less than five meters away. With food nearby, dreglamon awaken, animating their many heads.

The carniverous dreglamon prefers large, substantial meals, but will settle for most anything. They launch the "Pulse" mutation at those nearby, reserving their savage teeth for creatures within neck reach. The abundance of items, armors, and weapons which clutter the home of the dreglamon often entreat the curious to their deaths. Those who surivive the ferocity of these creatures are well rewarded.

The dreglamon is unisexual. Its offspring are launched at the end of the creature's thirty year life span. This process destroys the elderly dreglamon in an eruption of flesh which projects its young up to half a kilometer away. There they hatch from their heavily armored shells and quickky burrow into soft ground.

Duradon are large, non-domesticated relatives of the tame talmaron. This variant is much stronger and heavier, capable of lifting nearly one thousand pounds. The major difference between this creature and the talmaron other than strength is the duradon's unchangeable wild state. These creatures live in many terrains, making their homes in the lower layers of the "tumbernaw" vine-bush.

The duradon's large claws have great clasping capability. These creatures often swoop down and grab their prey, dropping them on nearby rocks to tenderize the meat for their young. The possibility of falling to one's death has inspired many to carry gliders for just this reason.

The tumbernaw vine-bush is a large, rambling sort of vegetation which supports poweful branches in all directions. Pocketed somewhere in the dense growth are the nesting grounds of these carniverous beasts. Although they manuever poorly in the cramped quarters of their homes, their ferocity in protecting their young makes up for any lack of mobility. Duradon are truly fierce and will take on any creature which invades its home.

Unlike the dull, pasty talmaron eggs, those of duradon dazzle with many colors. Decorated by nature with all the lush hues of the rainbow. Boiled, these eggs are a delicacy to many races, in particular Bronth. Even after the egg is eaten, its thick, almost rubbery shell is saved as an ornament.

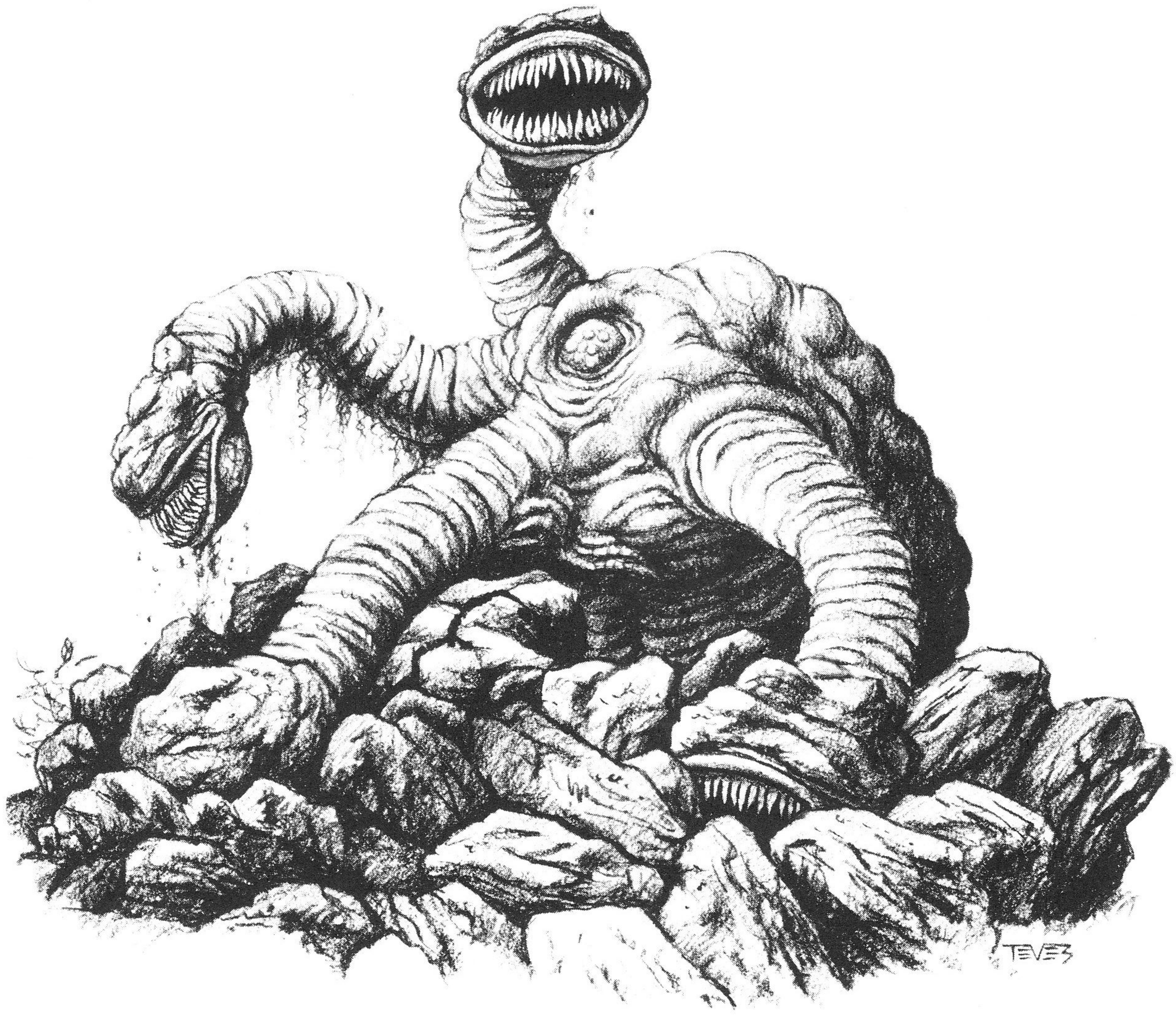
1200.07 DREGLAMON

GENERAL SPECS

RESP: -* MANIAC	TYPE: CARNIVORE
WPFC: 3	LAIR: 100% IN ROCK
SURP: C<1-16 19-20>P	IN LAIR: 100%
ADV/CRITICAL BONUS: +2/+0	EXP: 120

ARMOR=HIDE/CARP	
LOC:	*AR TO HIT
HEAD x1H(	+4/ +5)
NECK x2H(	+2/ +5)
BODY x3H(	+0/ -5)
BACK x2C(	-3/ -6)

CREATURE CHARACTERISTICS			
CHAR	ROLL	AVERAGE	ADC
CONSTITUTION:	2x20+60	200	
STRENGTH:	2x8+50	100	x10
DEXTERITY:	2+14	21	+0/4
AIM:	2+14	21	+0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1200.08 DURADON

GENERAL SPECS

RESP: +0: -1: -2	TYPE: CARNIVORE
WPFC: 1: 1: 1	LAIR: 100% TUMBERNAW TREE
SURP: C(1-14 20)P	IN LAIR: 5%
ADV/CRITICAL BONUS: +0/+0	EXP: 75/200/600

CREATURE CHARACTERISTICS

	SMALL	MEDIUM	LARGE
CHR	ROLL:AVG	ROLL:AVG	ROLL:AVG
CON :	2x5+40: 75	2x7+151: 200	2x30+400: 610
STRM:	2x5+15: x5	2x5+25: x6	2x5+25: x6
STRC:	2x2+16: x3	2x3+20: x4	2x3+20: x4
DEX :	+0/2	+0/2	+0/1
AIM :	-6	-6	-6

ARMOR = HIDE

LOCATION:	xDAM	SMALL	MEDIUM	LARGE
BODY	x1	x1(-2/ -3)	x2(-3/ -5)	x3(-4/ -7)
HEAD	x2	x1(+6/ +8)	x1(+3/ +5)	x2(+0/ +1)
ARMS	x1/2	x1(+9/+15)	x1(+7/+13)	x1(+6/+12)
LEGS	x1/2	x1(+7/+11)	x1(+4/ +7)	x1(+2/ +6)
TAIL	x1/2	x1(+9/+15)	x1(+7/+13)	x1(+7/+13)
WINGS	x1/2	x1(+3/ -4)	x1(+0/ -6)	x1(-1/ -9)

ADVANTAGE

ADV	ACTION
1-4	EVASIVE FLYING
5-7	FLY AWAY
8-10	LAND
11-13	GRAB
14-15	CLAW
16-17	BITE
18	CLAW & BITE
19-20	MUTATION

MUTATIONS

NAME	CHANCE SM	CHANCE MD	CHANCE LR	USABLE SM	USABLE MD	USABLE LR
Lightning Strike	100	100	100	2	4	10

THESE ADVANTAGE ROLLS ARE FOR DECISIONS MORE THAN ADVANTAGE. ROLL FOR A NEW DURADON DECISION EACH TIME THE CREATURE COMPLETES AN OBJECTIVE. AS SOON AS A CREATURE IS SUCCESSFULLY GRABBED, THE DURADON WILL FLY AWAY.

Duradon are large relatives of the domesticated talmaron species. This variant is much stronger and heavier, capable of lifting nearly one thousand pounds. The major difference between this creature and the talmaron other than strength is the duradon's incapbability to be domesticated. These creatures live in many terrains, making their homes in the lower layers of the "tumbernaw" vine-bush.

The duradon's large claws have great clasping capability. These creatures often swoop down and grab their prey, dropping them on nearby rocks in order to tenderize the meat for their young. This tendency of creatures to "fall to their deaths" has inspired many to carry gliders (see section 3440.06) for just this reason.

The tumbernaw vine-bush is a large, rambling sort of vegetation which supports poweful branches in all directions. Pocketed somewhere in the dense growth of these plants are the nesting grounds of these carniverous beasts. Although they manuever poorly in the cramped quarters of their homes, their ferocity in protecting their young makes up for any lack of mobility. Duradon are truely fierce and will take on any creature which invades its home.

Unlike the dull, pasty color of talmaron eggs, those of duradon are bright spectacles; decorated by nature with all the lush hues of the rainbow. Boiled, these eggs are a delicacy to many races, in particular Bronth. Even after the egg is eaten, its thick, almost rubbery shell is saved as an ornament.

1200.09 FARG

GENERAL SPECS

WSIZ: D2	LEVEL/ELEVEL BONUS: +0/+0
WPFC: 6	ADV/CRITICAL BONUS: +0/+0
INT : Semi-Intelligent	EXPERIENCE POINTS : 150
LANG: *FG & 5%ET	BONUS: 5xL

CREATURE CHARACTERISTICS

CHR	ROLL	AVG	ADC	CHR	ROLL	AVG	ADC
CON:	D100+300	350	-3/-6	STR:	2D20+60	80	x8+0
DEX:	2+5	12	+2/1	AIM:	2+12	19	+0
REC:	2+20	27	D6	SPD:	2+12	19	20/12/6
				STA:	2D20+60	80	80

ARMOR

BASIC = FUR

HEAD = x2
BODY = x3
WINGS = --
ARMS = x2
LEGS = x2

MUTATIONS

NAME	LEVEL	CHNC	USABLE
Stiff	0	100%	2xL

The farg is a ferocious swamp dweller that attacks on sight, mauling its victim with large club like arms and enormous gnashing teeth. Farg are migratory creatures which roam the swamps constantly in search of food. This creature is not at all selective in its diet. Anything fleshy that makes crackling sounds when chewed is desirable to the farg. Despite their bulk, these creatures have no trouble navigating their homeland swamps. By pulling nearby vegetation, farg are able to propel their great bulk quickly through their swampy habitat.

Farg fight viciously, striking out with their massive paws and beating to a pulp any fleshy creature that looks as if it might be crunchy. Farg use small trees and large rocks to attack with. Treat trees as clubs when conducting combat. They often collect the belongings of creatures they kill.

Farg live together in clan-like groups. Their small numbers have kept them well hidden in the back reaches of the swamp. They live peacefully and display violent behavior only when food is involved. Of course, the farg is almost always hungery. This "perpetual feeding time" is good incentive to avoid farg infested lands.

1200.10 **GREY MANDARE**

GENERAL SPECS

RESP: -*: -*: -*	TYPE: CARNIVORE
WPFC: 10: 10: 10	LAIR: NONE
SURP: C<1-5 11-20>P	IN LAIR: -
ADV/CRITICAL BONUS: +0/+0	EXP: 250/1000/4000

CREATURE CHARACTERISTICS

CHR	SMALL ROLL:AVG	MEDIUM ROLL:AVG	LARGE ROLL:AVG
CON :	2x30+40: 250	2x7+151: 3000	2x5000:35000
STRM:	2x3+20: x4	2x5+25: x10	2x5+25: x25
DEX :	-2/4	-1/3	-1/3
SPED:	26	30	36
REC :	C	A	A+

ARMOR = CRUDGE

LOCATION:	xDAM	SMALL	MEDIUM	LARGE
BODY	x1	x2(-6/ -8)	x5(-9/-10)	x8(-12/-14)
MOUTH	x1/4	x1(+0/ +5)	x2(-1/ +3)	x4(-2/ +0)
NECK	x1/4	x1(-2/ +8)	x2(-3/ +5)	x4(-4/ +3)

ADVANTAGE

ADV	ACTION
1-3	MOVE
4	ROAR
5-9	REAR HEAD
10-19	BITE
20	POWER VINE

MUTATIONS

NAME	CHANCE SM	CHANCE MD	CHANCE LR	USABLE SM	USABLE MD	USABLE LR
Inner Eye	100	100	100	C	C	C
Power Vine	10	20	75	1	1	1

IF POWER VINE IS USED, OTHER CREATURES WILL LOSE 1/2 OF USAGES & VALUE POINTS.

The mandare is the most ferocious creature on **JORUNE**. Mandare are little more than mounds of flesh which support a savage, carniverous mouth, cavity to rows of razor sharp teeth. The long neck of the mandare is very flexible, making it possible for the creature to strike out and bite creatures with great dexterity. These creatures move themselves by undulating the flesh which makes up their undersides. Mandare roll across terrain in the same way as a wave over water.

The Recovery of these creatures ranges from "C" to "A+", meaning that they regenerate damaged flesh almost instantly. This adds to the frustration of those who battle mandare, as does their ability to occasionally drain the ambient energy from the surrounding area in a massive "power vine" assault which halves all energy available to creatures for mutation usage.

The roar of the mandare is truly ear shattering. Creatures have claimed split ear drums while combatting this sinister element. Although mandare roars vary from creature to creature, the frequency of the sound often matches the resonant frequency of bone armor. Such armor will quickly break apart under the resonant influence of the mandare roar. Imitations of this sound are common amongst the children of many races.

The teeth of the mandare remain in the bodies of their prey. They are valued as good luck charms (anyone who survives to collect mandare teeth must have good luck). After taking a bite, the mandare's massively powerful jaws crush food beyond recognition. Even metals can't withstand this creature's clenching teeth. Its neck muscles further the job of digestion by squeezing the remains down to a pulp state.

When the mandare rears its head, treat this as an evade, tripling the Dodge Bonus to calculate the penalty to hit.

Mandare are found in every climate on JORUNE. Although they have no lair of any sort, they often stay in the same area for a time before moving on. These creatures are unisexual and keep their distance from one another. It is a most marvelous spectacle to see two mandare battling over disputed terratory.

Their toothless relatives, the "white mandare" prefer less tropical climates. The white mandare is very similar in appearance except for its obvious lack of teeth. These creatures are described in detail under their own heading.

MANDARE

1200.11 HARNS

GENERAL SPECS

RESP: -*
WPFC: 0
SURP: C<1-15 20>P
ADV/CRITICAL BONUS: +0/+0

TYPE: CARNIVORE
LAIR: 100% COVERED SAND PITS
IN LAIR: 95%
EXP: 10

ARMOR=HIDE

LOC:	*AR TO HIT	CHAR	ROLL	AVG	ADC
BODY	x1(+0/ -1)	CONSTITUTION:	1+1	4	
HEAD	x1(+10/+15)	DEXTERITY	2+21	28	-2/5
LEGS	x1(+7/+10)	SPEED:	2+21	28	28/18/9
		AIM:	2+12	19	+0

CREATURE CHARACTERISTICS

ADVANTAGE

ADV	ACTION
1-5	EVADE
6-7	DODGE
8-9	LEAP INTO SAND
10-12	DROOL SAND
13-20	SAND 2D6xSTR

MUTATIONS

NAME	CHANCE	USABLE
Inner Eye	100%	C

HARNS WILL NEVER FALL DURING AN EVADE.
SAND DAMAGE IS 2D6x(STRENGTH MULTIPLYER)
THREE ATTACKS BEFORE RE-SUPPLY OF SAND.

Harns are a form of desert life well adapted to their environments. Their lightly haired bodies blend harn into their surroundings. These creatures live in tunnels beneath the sand. A thick, pasty substance which their necks excrete acts to bind sand into a sort of concrete. Undetected mazes of tunnel often run several miles.

These creatures attack with an element native to their surroundings. Large sand blatters encase their bodies. Upon sensing prey, harns leap to their surface, blasting their opponents with a spray of high pressure sand. Although almost comical in description, the force of such an attack is significant, inflicting 2D6 dice of bulk damage times the creature's strength multiplyer. These creatures usually have enough sand to make three attacks, but it takes little time for them to re-equip. A quick dive into the desert dunes, and *beware*. The arms of this creature are quite fragile; they are useful in dragging dead creatures back to the harn tunnels; they dangle in combat.

The ecology of this creature is quite **JORUNE-ISH**. Their skin texture, their limb structures and their optical senses relate them to the line of creatures descended from what the Earth scientists referred to as "Caudri-Shanthacra", or "Early Shanthic beings." Pundit seem to have good instincts as to the wereabouts of harns. Their perceptive facilties note the tended desert scape and alert the Pundit to foul play.

The harn's curious habit of drooling sand is of no combat significance, but is a bit frightening. Creatures are often faked out into thinking that they are about to be attacked. Those with Dexterities *less than 28 have a 50% chance of believing this to be the* case.

1200.12 LIZOGOTH

GENERAL SPECS

RESP: -2: -3: -4	TYPE: CARNIVORE
WPFC: 0: 0: 0	LAIR: 15% CAVE OR PIT
SURP: C(1-4 16-20)P	IN LAIR: 5%
ADV/CRITICAL BONUS: +0/+0	EXP: 100/200/300

CREATURE CHARACTERISTICS

CHR	SMALL ROLL:AVG	MEDIUM ROLL:AVG	LARGE ROLL:AVG
CON :	2x10+20: 90	2x10+330: 400	2x100+1000: 1700
STRM:	2x10+20: x9	2x10+50: x12	2x10+50: x12
STRC:	2x6: x4	2x6+30: x7	2x7+50: x10
DEX :	+0/3	+1/2	+2/1
AIM :	-1	-1	-1

ARMOR = HIDE

LOCATION:	*DAM	SMALL	MEDIUM	LARGE
BODY	x1	x1(-3/ -5)	x2(-5/ -8)	x3(-7/-12)
HEAD	x2	x1(+4/ +3)	x1(+3/ +0)	x2(+3/ -3)
TAIL	x1/2	x1(+2/ +9)	x1(+1/ +7)	x2(-2/ +3)

ADVANTAGE

ADV	ACTION
1-6	EVADE
7-12	CLAWS
13-16	TEETH
17-18	CLAWS & TEETH
19-UP	MUTATION

MUTATIONS

NAME	CHANCE SM	CHANCE MD	CHANCE LR	USABLE SM	USABLE MD	USABLE LR
Body Freeze	50	50	50	2	10	40

+5 ADV FIRST FEW ROUNDS
BODY FREEZE USED IN TOTALLY RANDOM LUMPS AND COMES FROM THE FOREHEAD.

Lizogoth are large lizard creatures which make their homes in the forests and grasslands of **JORUNE**. The lizogoth's main assets are their large jaws and powerful claws; however, their ability to launch the body freeze mutation certainly helps. These creatures spend much time basking in the sun, resting much of the day. Creatures often come across lizogoth sleeping; but beware, they are light sleepers. The caves and pits in which they make their homes are primarily used for eating and night time sleeping.

Losht pods are the seeds of large floating spheres which populate the skies of many desertsof **JORUNE**. Losht themselves are spherical plantlife, closely resembling jelly fish. These creatures live on photo-synthetic energy provided to them by the Nengle sun in especially high dosses high above the desert floor. The seeds of these creatures are bulbuous yellow spheres which eventually fall to the ground, becoming the commonly referred to "losht pods."

Although the core of the seed is beautiful, prized even by Wallusk, the thick, heavy layer of yellow endosperm under the tight skin is very delicate, and will violently explode if punctured. The explosion completely destroys the seed's outer layer, leaving only the core. The endosperm will fly in all directions, soaking everything. This dusty yellow liquid resembles a pollen in many respects, but is unique in that it rapidly decays all metals. Although not harmful to health, metal weapons and armor fall easy prey to this sticky dribble.

Creatures walking through desert who notice the losht floating through the air should be wary. Although such foresight is not always possible, many creatures have an uncanny sense about the whereabouts of such pods. Thombos traveling over a losht pod will destroy them. The yellow endosperm will fly out all over, releasing the highly sought after pod core, but the thombo's heavy stride will also crush the seed. Hidden just below the surface, losht pods are difficult to spot.

1200.14 MOWLS

GENERAL SPECS

RESP: -3	TYPE: CARNIVORE
WPFC: 0	LAIR: 100% SELF DUG TUNNEL
SURP: C(1-15 19-20)P	IN LAIR: 100%
ADV/CRITICAL BONUS: +5/+0	EXP: 100

ARMOR=CARP

LOC:	*AR TO HIT
HEAD	x1(+5/ +7)
BODY	x1(-4/ -5)
ARMS	x1(+3/ +6)

CREATURE CHARACTERISTICS

CHAR	ROLL	AVG	ADC
CONSTITUTION:	2x10+130	200	
STRENGTH MTH:	2x5+15	50	x5+0
STRENGTH HND:	2x5	35	x3+1
DEXTERITY:	3+10	20	+0/4
AIM:	2+30	37	-3
SPEED:	2+20	27	28/18/9

ADVANTAGE	
ADV	ACTION
6-11	EVADE
12-14	GRAB WITH ARMS
15-19	BITE
20-25	MUTATION

MUTATIONS		
NAME	CHANCE	USABLE
Stiff	100%	20
+10 TO ADVANTAGE FIRST FEW ROUNDS.		

Mowls are large carapaced worm creatures which live in the deep tunnels they carve in the ground beneath the forest. Their two frontal arms extend to use only outside of their cavernous environment. When they sense a creature above their lairs, mowls spring out of their tunnels, grabbing the creature nearest to them. Returning below the surface, they make slow meals of their prey.

1200.15 NARPIS

GENERAL SPECS

RESP: +0	TYPE: CARNIVORE
WPFC: 19	LAIR: NONE
SURP: C<1-2 5-20>P	IN LAIR: -
ADV/CRITICAL BONUS: +0/+0	EXP: 300

This unusual form of animal life is resposible for the roving warps found on **JORUNE**. Looking almost like plant life, narpis travel slowly, covering perhaps a few miles each day. They provide themselves with food by searching underground for small burrowing creatures; however, the narpis is known for a totally different capability.

These creatures launch roving warps randomly, and in all overland directions. Although short lived, these warps often carry unwilling creatures to distant locations. Narpis protect themselves by means of this mutation as well as thistles and the mutation "crater". The thistiles which cover the narpis's large, scraggly body are easily launched with some degree ofaccuracy. Treat the supply of these darts as limitless of the purposes of a short combat. The creature may also decide to unleash its most powerful defense, the crater mutation. Narpis will intentionally aim this orb and their thistles at nearby creatures.

Narpis break ground easily with their powerful claws when searching for food underground. The limbs responsible for this process are recessed within the bottom of the creature's torso. They are capable of emitting a fine spray of acid which breaks any terrain narpis are likely toencounter. The trails left by these creatures are often long, and are categorized by a sharp line broken though the top soil.

Food that the narpis eats is digested, and stored in the upper section of the creature's torso. Every day or so, these remains are violently expelled from the top of the narpis, landing some 10 to 20 meters away. Bistra (large scaled birds) often cluster about the narpis, waiting for such expulsions. These flying scavengers make fine meals out of this waste material. These birds bring a blanket of gloom with them. Their large ravenous bodies and grotesquely scuptured beaks have won them no contests.

The body of the narpis contains a hard crystalline core which is created from natural excretions. Under living conditions, this material stores great energy from the area surrounding the narpis. Removed from a narpis, this long, crusty crystal soon looses its stored energy. Given an opportunity, Caji make quick use of this substance. By draining the crystal's energy through their bodies, Caji receive 10% more value points than they had previously. Thus, after draining the core of a narpis, a Caji with 50 value points would have 55 (50+10%x50=55) value points to use each day. It should be pointed out that the killing of a narpis may in fact cause the destruction of this precious commodity. Damage inflicted to the narpis greater than on third of the creature's total hit points will surely cause such a disaster.

ARMOR=CRUDGE	
LOC:	*AR TO HIT
BODY	x4(-3/ -5)
ARMS	x1(+2/ +4)

CREATURE CHARACTERISTICS			
CHAR	ROLL	AVG	ADC
CONSTITUTION:	2x10+80	150	
STR THISTLES:	3x5	50	x5
AIM:	2+6	13	+2
SPEED:	1pt.	1	1/1/1

ADVANTAGE	
ADV	ACTION
1-2	MOVE
3-4	STOP
5-6	TURN
7-8	TEAR UP GROUND
9-12	D6 THISTLES
13-16	LAUCH CRATER
17-20	LAUNCH WARPS

MUTATIONS		
NAME	CHANCE	USABLE
INNER EYE	100%	C
CRATER	100%	20
CREATE WARP	100%	20
NARPIS LAUNCH THEIR WARPS RANDOMLY, BUT PROJECT THISTLES AND CRATER ORBS AT THOSE NEARBY. OCCASIONALLY THEY THROW OFF THE REMAINS OF THEIR DIGESTED FOOD.		

Narpis & Caji:

The crystalyn core of this creature is ritualistically sought by tribal Caji entering their adulthood. To preserve the symbiotic relationship between Caji and Narpis, the Caji use minimum force. The narpis preserved by Caji villages have been tamed to an extent not to use their Crater ability on Caji they are familiar with. The process of familiarizing Caji with the narpis starts when a Caji is born, and brought before the narpis. The members of such villages regularly seek out their narpis. By digging a large trench along the perimeter of the Narpis region, the creature remains. The members of the Caji tribe feed the narpis small, indigenous herbivores, and provide it with water.

Caji tribes will fight violently to protect and preserve their narpis. Those who would kill this creature for the mutational benefits they provide earn the retribution of Caji. Even most city Caji know better than to kill a narpis, especially one marked by weaves of "horrol" leaves (indicating the narpis is under the protection of a tribe).

1200.16 PIBBER

GENERAL SPECS

RESP: +4	TYPE: HERBIVORE
WPFC: D20	LAIR: 25% HOLE IN GROUND
SURP: C<1-12 15-20>P	IN LAIR: 25%
ADV/CRITICAL BONUS: +0/+5	EXP: 1

ARMOR = HIDE

LOC:	xAR TO HIT
HEAD	x1(+10/+13)
BODY	x1(+8/+10)
LEGS	x1(+12/+15)

CREATURE CHARACTERISTICS

CHAR	ROLL	AVERAGE	ADC
CONSTITUTION:	D2+1	2	
DEXTERITY:	2+30	37	-3/6
AIM:	2+30	37	-3
SPEED:	2+24	31	32/20/10

ADVANTAGE

ADV	ACTION
1-6	EVADE
7-8	DODGE ATTEMPT
9-12	BE SILENT
13-19	THISTING
20	BUBBLE

MUTATIONS

NAME	CHANCE	USABLE
Bubble	100%	10
Detect Lie	100%	C
Feeling	100%	C
Night Eyes	100%	C
Spider Grip	100%	C

These creatures are about the size of rabbits, and possess a rudimentary intelligence. Their ability to speak makes them quite entertaining pets as well as valuable guards. Although difficult to train, pibber can become quite proficient at basic routines.

These creatures are rather egg shaped; their oblong, bulbous bodies are propelled through their native forest and grassland by means of powerful hind legs which accelerate them up to Speeds of 32 meters per round. Even though these creatures are non-violent, they are easily confused and frightened by strangers. The "thisting" of pibber is a wonderous harmonic sound. Thivins often include pibber in their ensembles.

Pibber take well to living with intelligent creatures, but desperately enjoy the outdoors. These creatures will die if not allowed to run around for a few hours each day. Although inconvieniecing in this respect, the pibber's extensive knowledge of various JORUNE langauges is a compensating factor. Although these language skills are present, pibber are not consciously aware of the language they speak in and often change from one to another. Their capabilities as translators are somewhat limited.

These are hopelessly harmless creatures. Even if they were capable of harming other creatures, it is not in their natures to harm creatures, or even to let them come to harm if it is within their power. Somewhat wary of strangers, pibber often resort to strange actions. In their native environment, pibber live quite harmonious lives. Their natural preditors being few.

1200.17 PROWDER GRASS

This is a rare type of short, lightly brown colored grass that emits a peculiar odor when crushed. Creatures walking over prowder grass will notice an increased frequency of non-intelligent encounters. This lightly poisonous, terrible tasting grass gives off a strong smell which attract creatures. Other than Pundit, no intelligent race is unable to detect this odor. Upon smelling prowder grass upon them, Pundit immediately eat tumbernaw bark, an unproved but widely accepted method of expelling the odor from one's system.

When rolling for random encounters, increase by one or two points the rolls needed for non-intelligent encounters to occur. The chances that characters notice the presence of the grass before actually stepping on it is negligible.

1200.18 SCRADE

GENERAL SPECS

RESP: -* MANIAC	TYPE: CARNIVORE
WPFC: 0	LAIR: 100% IN GROUND
SURP: C<1-16 19-20>P	IN LAIR: 100%
ADV/CRITICAL BONUS: +5/+0	EXP: 20

ARMOR = CARP

LOC:	*AR TO HIT
HEAD	x1(+9/+12)
BODY	x1(+0/ +0)
ARMS	x1(+4/ +8)
LEGS	x1(+3/ +6)

CREATURE CHARACTERISTICS

CHAR	ROLL	AVERAGE	ADC
CONSTITUTION:	2+6	13	
STRENGTH:	2+14	21	x2
DEXTERITY:	2+20	27	-1/4
SPEED:	2+18	25	26/16/8

ADVANTAGE

ADV	ACTION
1-3	JUMP BACK
4-8	JUMP AROUND
9-20	ATTACK

MUTATIONS

NAME	CHANCE	USABLE
Night Eyes	100%	C

FIRST ATTACK THE SCRADE IS +10 TO ADV

Scrade live in small pocketed caves just below the forest duff. Upon sensing life, scrade leap out of their lairs, swinging at nearby creatures with their razor sharp arms. Although they attack independently, several of these creatures may emerge at the same time.

This hunched creature is armored by a heavily crusted exoskeleton. The ends of their arms assume a relaxed stature positioned just below the middle of their oblong chests. In a quick reflex motion, these creatures snap their arms forward, slashing with their sharp bone edged protrusions. Although this process makes them easy to hit in hand-to-hand combat (creatures fighting scrade are +5 to Advantage when scrade attack), their fighting skills should not be under-rated. Scrade are able to swing both arms per combat round, giving them two chances to hit each round. In addition, their attacks are just as powerful as those of Humans using swords.

The "JUMP BACK" decision of scrade indicates the equivalent of an Evade, but scrade never fall down while making such a manuever. The "JUMP AROUND" decision is equivalent to a dodge attempt.

These creatures are edible by most of JORUNE'S creatures, but Bronth become violently ill from eating any part of them. Scrade eyes (in their dried, marble like form) are favorite toys of Pundit children.

1200.19 SCRAGGER

GENERAL SPECS

RESP: -1 MANIAC	TYPE: CARNIVORE
WPFC: 0	LAIR: 100% WALL POCKETS
SURP: C(1-12 15-20)P	IN LAIR: 80%
ADV/CRITICAL BONUS: +0/+0	EXP: 2

ARMOR=CRUDGE		CREATURE CHARACTERISTICS			
LOC:	*AR TO HIT	CHAR	ROLL	AVG	ADC
BODY	x1(+10/+18)	CONSTITUTION:	1pt.	1pt.	
This creature is too small to care about other locations.		STRENGTH:	1+6	10	x1
		DEXTERITY:	2+21	28	-2/5
		SPEED:	2+30	37	38/24/12

ADVANTAGE		MUTATIONS		
ADV	ACTION	NAME	CHANCE	USABLE
1-6	EVADE	Night Eyes	100%	C
7-14	RUN			
15-20	LEAP FOR BITE	THE ACTIONS LISTED ARE VERY APPROXIMATE.		

Scragger are cave creatures that hang upsidedown from sheer rock while resting. Their small size (about 9 inches) makes them hard to see, expecially in dark caverns. These are carniverous creatures with pirhanna like teeth. Scores of scragger lurk in the darkened recesses of**JORUNE'S** underground.

Scragger run across ceilings, clenching rock tightly with their clawed feet. They accomplish this by squirting drops of a powerful acid which gives their razor claws better traction while in an inverted position. These creatures need a good run for a successful attack. Racing down a tunnel, scragger choose a target, dash to their greatest speeds, and release themselves from their ceiling perches, opening their savage mouths just before impacting their prey. The bite of these creatures inficts double damage during such a drop attack. After this, the creatures are normal to damage.

Stories of caves filled with hundreds of scragger toture the dreams of **JORUNE'S** youth. Many races consider it sport to hunt scragger. Although dangerous to engage, their tiny black eyes make are splendid for making bracelets and necklaces. Barbarian children are often presented such scragger studded bands upon reaching the age of 12. This symbolic gift is intended to be a constant reminder of the ferocity native JORUNE environment.

1200.20 SLARCHA

GENERAL SPECS

RESP: +0	TYPE: CARNIVORE
WPFC: 2	LAIR: NONE
SURP: C(1-10 16-20)P	IN LAIR: -
ADV/CRITICAL BONUS: +5/+0	EXP: 30

ARMOR=FUR			CREATURE CHARACTERISTICS			
LOC:	*AR	TO HIT	CHAR	ROLL	AVG	ADC
HEAD	x1	Use the	CONSTITUTION:	2x5	35	
BODY	x1	standard	STRENGTH:	2x4	28	x2+2
ARMS	x1	tables	DEXTERITY:	2+14	21	+0/4
LEGS	x1	for Human	AIM:	2+12	19	+0
		creatures	SPEED:	2+14	21	22/14/7

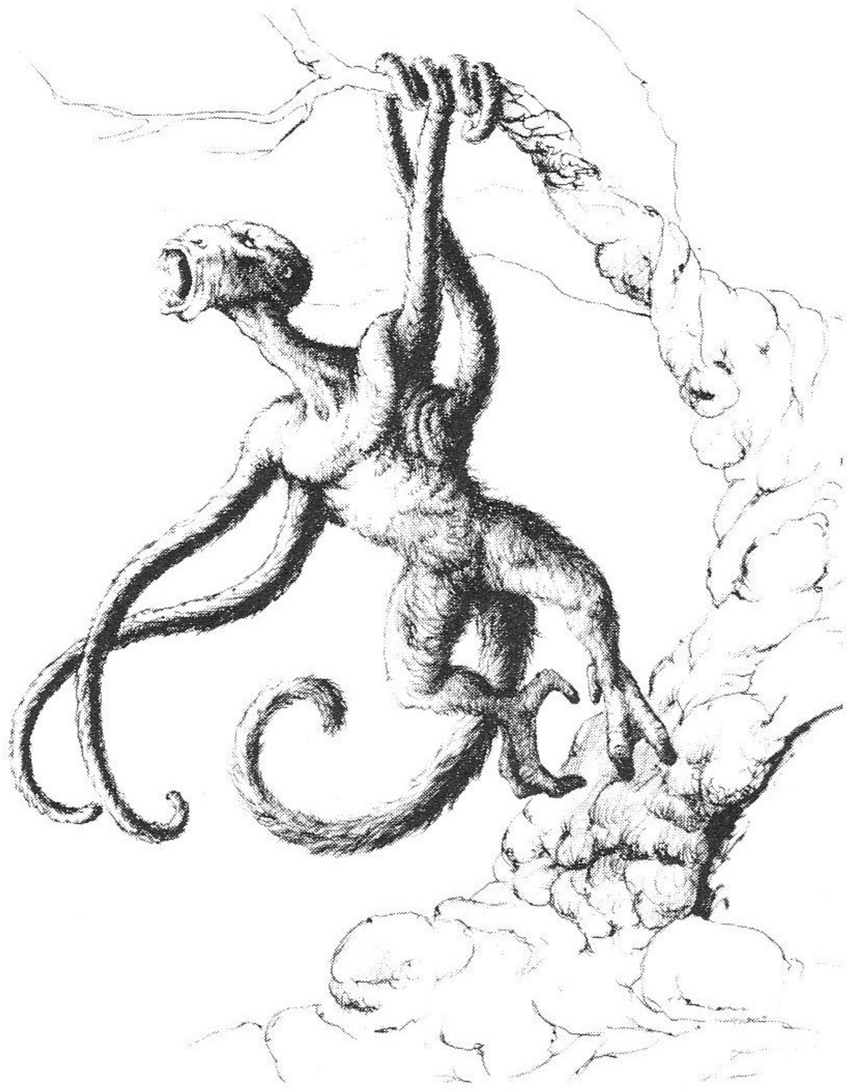
ADVANTAGE		MUTATIONS		
ADV	ACTION	NAME	CHANCE	USABLE
1-3	EVADE	Night Eyes	100%	C
4-8	DODGE	Feeling	100%	C
9-17	USE D2 ARMS			
18-20	USE D4 ARMS	AFTER HIT ONCE, SLARCHA ARE -3 TO HIT		

The slarcha is a man related creature stripped of its highest order intellectual capabilities. There are two subtle variations of the slarcha race, but their differences are merely superficial. Both races have four upper arms, each as powerful as those of Humans. An interesting feature of the slarcha face is the grotesque system of mucus channels which the creature uses in its respiration. Although they once held a Human form, the millenium evolutionhas radically altered them.

Though carniverous, slarcha will eat vegetation when wild game is unavailable. These creatures often fly into a battle rage when injured. Upon achieving this state they will be -5 to hit their opponents. For this reason, creatures fighting slarcha often aim their blows carefully, attempting to kill their four armed foes in a single swing or shot. A frenzy occures on a roll of 5 to 6 on D6 and is only rolled each time a slarcha is injured.

The brain of the slarcha is Human sized, but the intellectual capabilities associated with speech are absent. They still retain enough intelligence to use heavy sticks as clubs and rocks to fight with. Slarcha survive in the wild by travelling in packs in the forests and grasslands of JORUNE. These creatures are creative at setting up ambushes and surprise attacks. Their strength as a group relies heavily upon their leader. The slarcha leader will look no different from the rest, but if killed, the slarcha will flee.

The above mentioned mucus glands are believed to provide the slarcha with vitality and exceedingly long life spans (over two hundred years). Elderly creatures of many races wear the hardened remains of this tubular network as a sort of good luck charm, one which brings vitality and youth to its wearer.



Thombos are large beasts, weighing nearly a ton. Found in the wild, They are peaceful grazers, content to pass their days chewing tall bik-bo grass in meadows. Although non-violent, they are capable of inflicting tremendous bulk damage with their large club-like feet.

The male of the species is larger and less mobile. These creatures are never used as riding creatures, except for the amusement of children. Male thombos are often bred as live-stock. The females of the species are smaller and speedier. Only they are capable of domestication for riding purposes. The males can be led effectively by a rope, but will not respond to riding commands.

The process of training a thombo for riding takes several months, and can begin at any time in the thombo life cycle. This training is relatively easy, but thombos cannot be taught to use their feet in in combat under their rider's control. This is an instinctive response, rarely provoked.

1200.22 THOMBO

GENERAL SPECS

RESP: +4	TYPE: HERBIVORE
WPFC: 0	LAIR: NONE
SURP: C⟨1-2 5-20⟩P	IN LAIR: -
ADV/CRITICAL BONUS: +0/+0	EXP: 0

ARMOR=HIDE

LOC:	xAR	TO HIT
BODY	x1(	-5/ -8)
HEAD	x1(	+2/ +5)
NECK	x1(	+2/ +4)
LEGS	x1(	+0/ -1)

CREATURE CHARACTERISTICS

CHAR	ROLL	AVG	ADC
CONSTITUTION:	3+30	37	
STRENGTH:	2x5	35	x3+1
DEXTERITY:	2+12	19	+0/4
SPEED:	2+23	30	30/20/10

WHEN FOUND

ROLL	ACTION
1-10	GRAZING
19-20	DRINKING

MUTATIONS

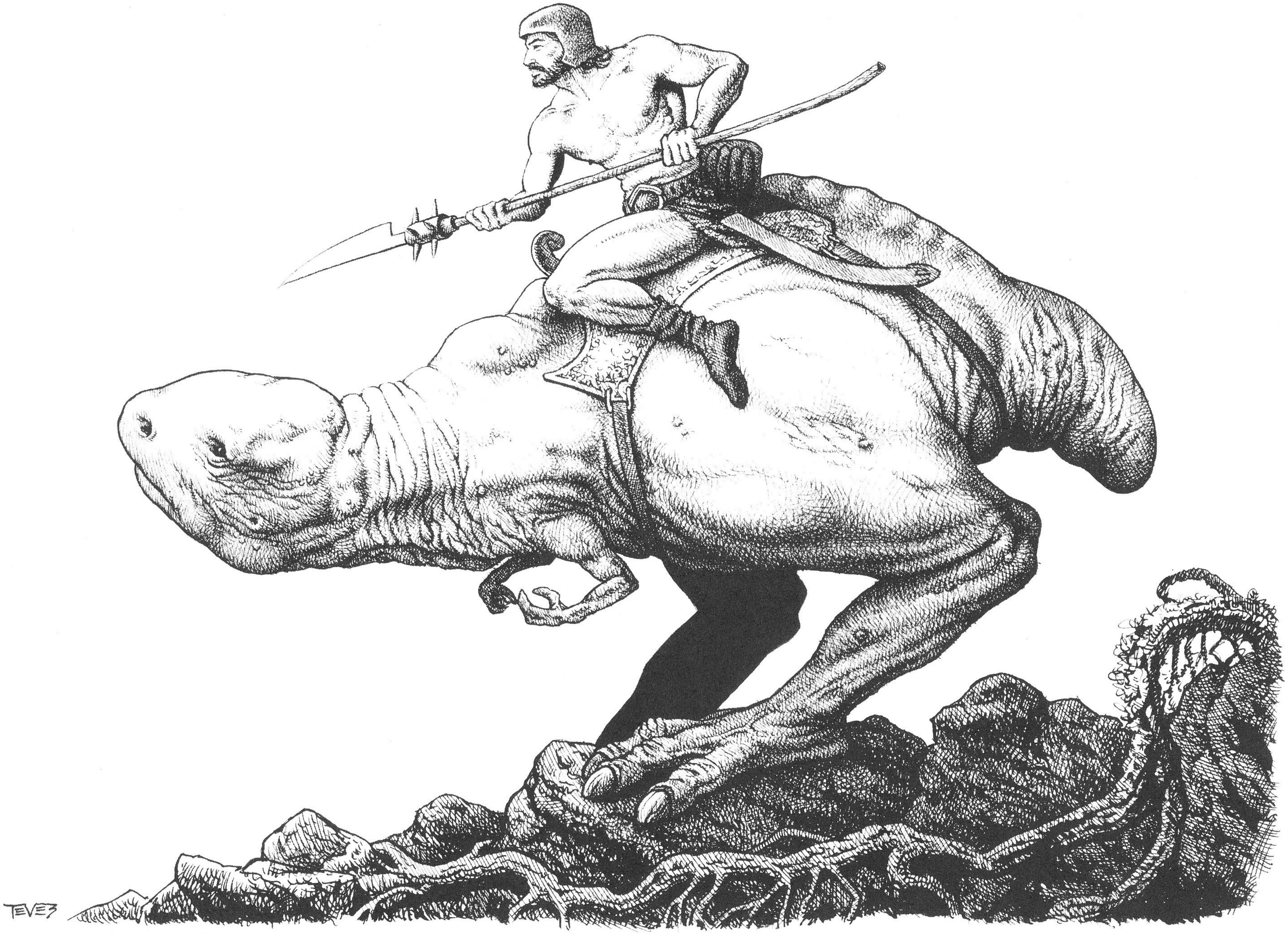
NAME	CHANCE	USABLE
Night Eyes	100%	C
Regeneration	100%	C

1200.25 VINTCH

Vintch are a huge native cabbage-type vegetation. This plant extends its large leaves during the day, closing them into a sphere at night. Travelers often find shelter inside these benevolent plants. Creatures inside the vintch are perfectly safe. These plants do not block off air, nor will they close so tightly as to exert crushing force upon their occupants.

Vintch can be found anywhere. They store water in their large leaves for long periods of time, thus addapting well to deserts as well as forests. Almost in a universal code, creatures rarely attack those emerging from vintch. Many superstitions and stories of bad luck concern those who broke the sanctity of the vintch encampment. Such tales circulate throughout **JORUNE**.

The leaves of vintch are very thick, composed of stringy fibers. They are not easily cut and do not catch fire. For these reasons, few creatures try to exit the vintch in the middle of the night.


TEVEZ

1200.22 TALMARON

GENERAL SPECS

RESP: +3
WPFC: 0
SURP: C(1-8 15-20)P
ADV/CRITICAL BONUS: +0/+0

TYPE: HERBIVORE
LAIR: 100% TUMBERNAW TREE
IN LAIR: 5%
EXP: 5

ARMOR=HIDE	
LOC:	xAR TO HIT
BODY	x1(-2/ -3)
HEAD	x1(+6/ +8)
WINGS	x1(+3/ -4)
LEGS	x1(+7/+11)
TAIL	x1(+9/+15)

CREATURE CHARACTERISTICS			
CHAR	ROLL	AVG	ADC
CONSTITUTION:	3+30	37	
STRENGTH:	2x2	14	x1+1
DEXTERITY:	2+20	27	-1/4
FLYING SPEED:	2+26	33	33/22/11
WALKING SPEED:	1+5	9	10/6/3

WHEN FOUND	
ROLL	ACTION
1-18	GRAZING
19-20	FLYING
19-20	DRINKING
19-20	CLIMBING

MUTATIONS		
NAME	CHANCE	USABLE
Night Eyes	100%	C

GAINING SPEED FOR FLIGHT IS DIFFICULT. LEVITATION BRINGS THEM TO THE AIR.

Talmaron are described as methods of transportation in section 3610.02; here they are described as creatures.

The body of the talmaron is primarily wing surface. The weight of these creatures is so great that they must beat their wings frantically to achieve air speed. Often, these creatures lurch to the skys by means of their levitation mutation. During such attempts, they curl their bodies up to offer the least resistance to the air. Once air borne, talmaron have notrouble riding the breazes. They can remain afloat almost indefinitely.

Their cousins, the "Duradon", are much larger and more aggressive. Talmaron are the domesticable form of the species. Trained in small numbers, these creatures are the safest mode of transportation across wilderness areas. Although combats from atop talmarons are rare, these creatures are manueverable enough to respond in fast paced situations. Special training is required to fly these creatures. Those not skilled in simple flight procedures have slim chances for success.

Talmarons make their homes in tumbernaw vine-bushes. This rambling overgrowth supports branches in many directions and offers safety to the talmaron and its young. These creatures are not hostile to those around them. Although capable of eating meat, this smaller version of the "Ron," (flying), family of creatures prefers grazing on natural vegetation. Trapped, these creatures are able to use their sharp front claws as weapons.

These creatures are often seen traveling towards high ground where they can launch themselves into the sky without expending the energy required for levitation.

1200.21 SLUTCH

GENERAL SPECS

RESP: +0
WPFC: 1
SURP: C(1-5 13-20)P
ADV/CRITICAL BONUS: +0/+0

TYPE: CARNIVORE
LAIR: NONE
IN LAIR: NONE
EXP: 50

ARMOR=CARP	
LOC:	xAR TO HIT
HEAD	x0(+3/ +5)
BODY	x1(-5/ -6)
ARMS	x0(+0/ +3)

CREATURE CHARACTERISTICS			
CHAR	ROLL	AVG	ADC
CONSTITUTION:	2x5+50	85	
STRENGTH:	2x3+10	31	x3+0
DEXTERITY:	2+12	19	+0/4
SPEED:	2	7	8/4/2

ADVANTAGE	
ADV	ACTION
1-3	SWINGS ARMS
4-5	POWER ORB

MUTATIONS		
NAME	CHANCE	USABLE
NIGHT EYES	100%	C
POWER ORB	100%	8

The slutch is a carapaced creature with a soft-fleshy body. Slutch shells are treasured for their reflective properties. Although not instinctively violent slutch are quite capable of attacking. Their long arms are lined with rows of highly pressurized bags which ruptrue the skin of defenders. Treat this as a point attack, dividing armor by 2.

1200.23 TARRO

GENERAL SPECS

RESP: +0
WPFC: 0
SURP: C<1-10 17-20>P
ADV/CRITICAL BONUS: +0/+0

TYPE: OMNIVORE
LAIR: LIVES IN TREES
IN LAIR: -
EXP: 5

ADVANTAGE

ADV	ACTION
1-6	EVADE
7-10	SCREETCH
11-13	GRAB SOMETHING
14-16	BITE
18-20	MUTATION

MUTATIONS

NAME	CHANCE	USABLE
Stiff	50%	10

ARMOR=FUR

LOC:	*AR TO HIT
HEAD	x1(+9/+12)
BODY	x1(+2/ +4)
WNGS	-/-
ARMS	x1(+6/ +7)
LEGS	x1(+7/ +6)

CREATURE CHARACTERISTICS

CHAR	ROLL	AVERAGE	ADC
CONSTITUTION:	1	4	
STRENGTH:	2	7	x1-1
DEXTERITY:	3+35	45	-5/8
AIM:	2+12	19	+0
SPEED:	2+20	27	28/18/9

Tarro are small omniverous creatures which live in the dense tree overgrowth of heavily forested areas. These creatures react wildly to intruders, often scurrying about in a frenzy. They attack with their teeth or the mutation "Stiff". The screetch of the tarro can be heard from great distances. Forests filled with these creatures are noisy places.

Although not particularly dangerous, tarro can be inconveniencing; their long arms are quite capable of grabbing nearby items belonging to other creatures. Their speed in the forest environment is remarkable. Tarro propel themselves from tree to tree gracefully. Approached quietly, these timid creatures can be very docile and gentle. Their horrid screech is replaced by affectionate purrs. They feed primarilly upon roots and birds. Although their intelligence is limited, tarro have been domesticated as pets by some of the more patient creatures on JORUNE.

SLUTCH

1200.26 VODRA

GENERAL SPECS

RESP: -3: -2: -1
WPFC: 15: 10: 5
SURP: C<1-8 16-20>P
ADV/CRITICAL BONUS: +0/+0

TYPE: CARNIVORE
LAIR: 0%
IN LAIR: 0%
EXP: 50/200/1000

CREATURE CHARACTERISTICS

CHR	SMALL ROLL:AVG	MEDIUM ROLL:AVG	LARGE ROLL:AVG
CON :	2x6+20: 60	2x10+130: 200	2x60+600: 1000
STRM:	2x11+20: x10	2x10+50: x12	2x10+50: x12
STRT:	2x3: x2	2x3+30: x5	2x8+40: x9
DEX :	+0/4	-1/4	-2/4
AIM :	-2	-2	-2

ARMOR = CARAPACE

LOCATION:	*DAM	SMALL	MEDIUM	LARGE
BODY	x1	x1(+0/ -1)	x3(-1/ -4)	x4(-2/ -7)
TENTICLES	x1/2	x0(+6/+12)	x1(+4/ +8)	x2(+3/ +4)
GLAND	-:-	x0(+14/+15)	x1(+12/+13)	x2(+10/+11)

ADVANTAGE

ADV	ACTION
1-6	NOTHING
7-10	MOVE
11-14	SWING TENTCLS
15-18	TENTICLES
20&UP	MUTATION

MUTATIONS

NAME	CHANCE SM	CHANCE MD	CHANCE LR	USABLE SM	USABLE MD	USABLE LR
Lightning Blast	100	100	100	5	15	40
Penet Bolt Minor	25	50	100	1	2	5

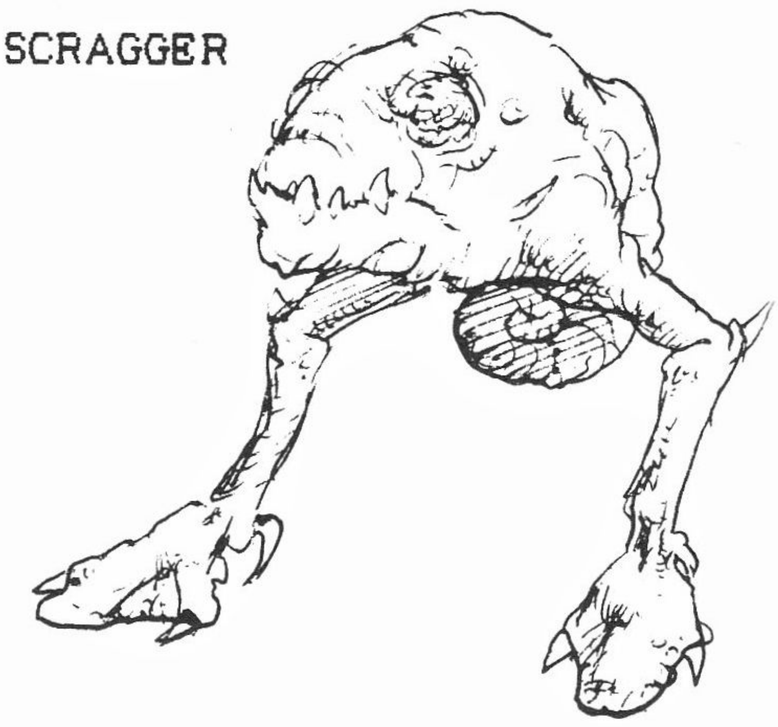
VODRA HAVE CRYSTALS OF A RANDOM NATURE INSIDE OF THEIR BODIES.

Vodra are white carapaced creatures which venture out from their northern icefields homes several times each year in search of food for their carniverous diets. Their disk like bodies float through the air powered by crystals burried deep inside their bodies. The long tenticles of the vodra reach out to grab creatures, pulling them in to its powerful grinding jaws located on the vodra's underside.

Small glands dangle from the vodra's body. These locations are the source of the vodra's most powerful weaponry, the mutations "lightning blast" and "penetration bolt." Although used rarely and instinctively, these powers blend powerfully with the vodra's otherwise capable tenticles. Upon sensing life, which they accomplish by the means of the "inner eye" ability, vodra maintain a low profile, approaching and grabbing the nearest creature with its powerful tneticles.

The body of the vodra is a prize to those able to fell it. Deep within the back of this creature's primitive stomache is a tightly clasped group of crystals extracted from the cold ice home of the vodra. There will be D6, D6+6, and D6+12 crystals in each of the small, medium and large of the species, respectfully.

SCRAGGER



.the back of this creature's primitive stomache is a tightly clasped group of crystals extracted from the cold ice home of the vodra. There will be D6, D6+6, and D6+12 crystals in each of the small, medium and large of the species, respectfully.

1200.27 **WEACH**

GENERAL SPECS

RESP: -2 MANIAC
WPFC: 0
SURP: C<1-8 17-20>P
ADV/CRITICAL BONUS: +0/+0

TYPE: CARNIVORE
LAIR: 100% TREES OR CAVES
IN LAIR: 30%
EXP: 1

ARMOR=CRUDGE

LOC: *AR TO HIT
BODY x1(+8/+13) This creature is too small to care about other locations.

CREATURE CHARACTERISTICS

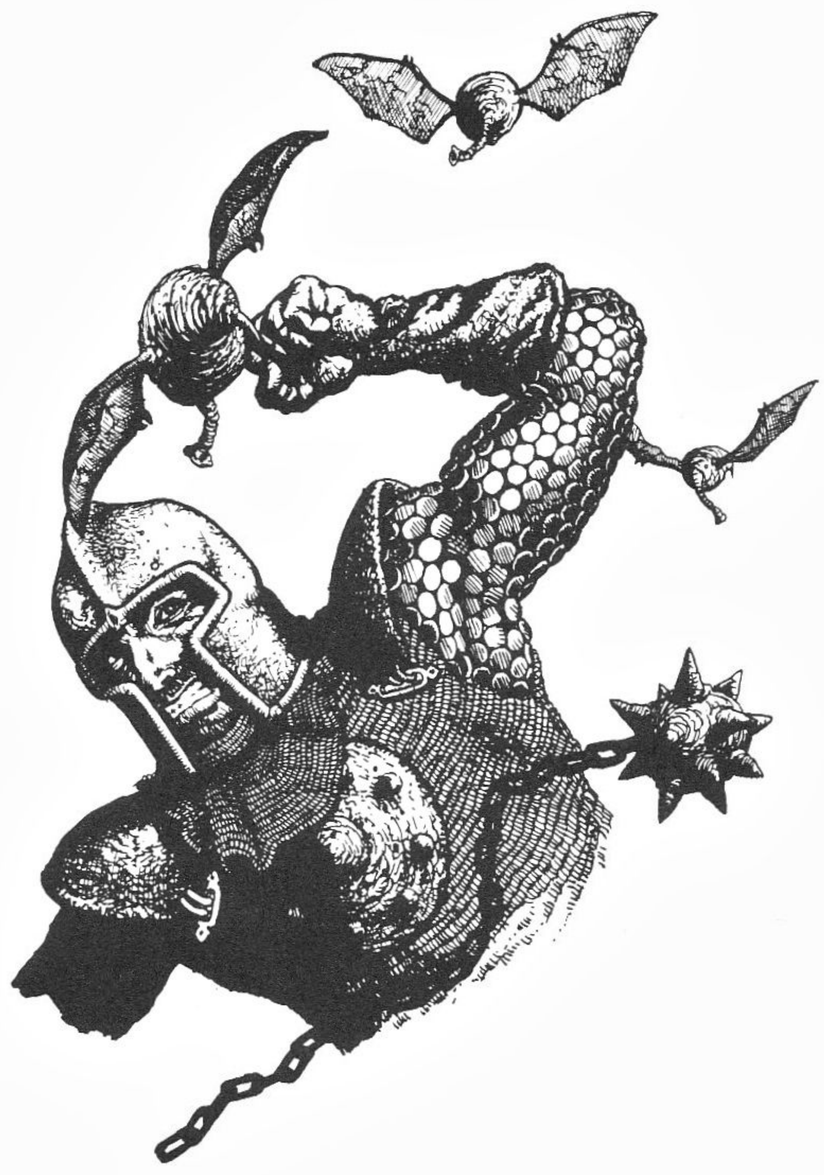
CHAR	ROLL	AVG	ADC
CONSTITUTION:	1pt.	1pt.	
DEXTERITY	2+12	19	+0/4
SPEED:	2+21	28	28/18/9

ADVANTAGE

ADV	ACTION
1-6	FLY AROUND
7-14	FLY EVADE
15-20	MAKE AN ATTACK

MUTATIONS

NAME	CHANCE	USABLE
Inner Eye	100%	C
STINGS INFLICT D3 HPTS & D6 STA DAMAGE.		



Weaches are small, flying creatures. They appear as little more than bulbs of flesh with wings and a stinger. Weaches live off of proteins found only in the blood of creatures. Although only native **JORUNE** life contains such nourishment, the weach will attack any creature on sight, stinging it savagly to death or unconsciousness. Once immobile, the victim becomes an unwilling blood donor.

The sting of the weach would not be considered dangerous except that the creature's stinger is covered with a highly corrosive acid which penetrates any armor with a acid rating of 40 or lower. The sting of this creature inflicts D3 Hit Points and D6 Stamina points damage. The pain inflicted by such stings has put creatures of many races into shock. Although antangonizingly painful, such wounds heal quickly and without infection.

After the weach has securely fastened itself to its unconscious prey, the victim will lose 10 Hit Points every round until dead or until the weaches are removed. Creatures have been known to stumble a great deal after suffering damage in weach attacks. The chance of falling during a combat Evade increases by 3 points for a few days. Thus, a creature who normally needed to roll a 16 through 20 to fall would now need only a 13 to 20.

Weach fly together in somewhat close formations. Although not organized as a group, they usually attack simultaneously and retreat together.

1200.28 WHITE MANDARE

GENERAL SPECS

RESP: -*: -*: -*
WPFC: 15: 15: 15
SURP: C<1-5 11-20>P
ADV/CRITICAL BONUS: +0/+0

TYPE: CARNIVORE
LAIR: NONE
IN LAIR: -
EXP: 300/1500/6000

CREATURE CHARACTERISTICS

CHR	SMALL ROLL:AVG	MEDIUM ROLL:AVG	LARGE ROLL:AVG
CON	2x30+90: 300	2x300+1400: 3500	2x6000:42000
DEX	-2/4	-1/3	-1/3
AIM	+3	+4	+5
SPED	30	36	42
REC	C	A	A+

ARMOR = NONE

LOCATION:	xDAM	SMALL	MEDIUM	LARGE
BODY	x1	x1(-6/ -8)	x1(-9/-10)	x1(-12/-14)
MOUTH	x1/4	x1(+0/ +5)	x1(-1/ +3)	x1(-2/ +0)
NECK	x1/4	x1(-2/ +8)	x1(-3/ +5)	x1(-4/ +3)

ADVANTAGE

ADV	ACTION
1-3	MOVE
4	BRAIN BLAST
5	CAST ENERGY
6	DRAIN
7	FROST BOLT
8	LIGHT FREEZE
9	LIGHT STRIKE
10	LIGHT BLAST
11	QUANTUM
12-13	STIFF
14	POWER VINE
15-16	REAR HEAD
17-18	ROAR
19-20	SCAN ROUND

MUTATIONS

NAME	CHANCE SM	CHANCE MD	CHANCE LR	USABLE SM	USABLE MD	USABLE LR
Inner Eye	100	50	100	C	C	C
Brain Blast	20	50	100	5	10	20
Cast Energy	20	50	100	5	10	20
Drain	20	50	100	5	10	30
Frost Bolt	20	50	100	5	10	20
Lightning Freeze	20	50	100	2	4	6
Lightning Strike	20	50	100	2	5	8
Lightning Blast	20	50	100	2	5	10
Quantum	20	50	100	5	10	20
Stiff	20	50	100	5	10	20
Power Vine	20	50	100	1	1	1

IF POWER VINE IS USED, OTHER CREATURES WILL LOSE 1/2 OF USAGES & VALUE POINTS.

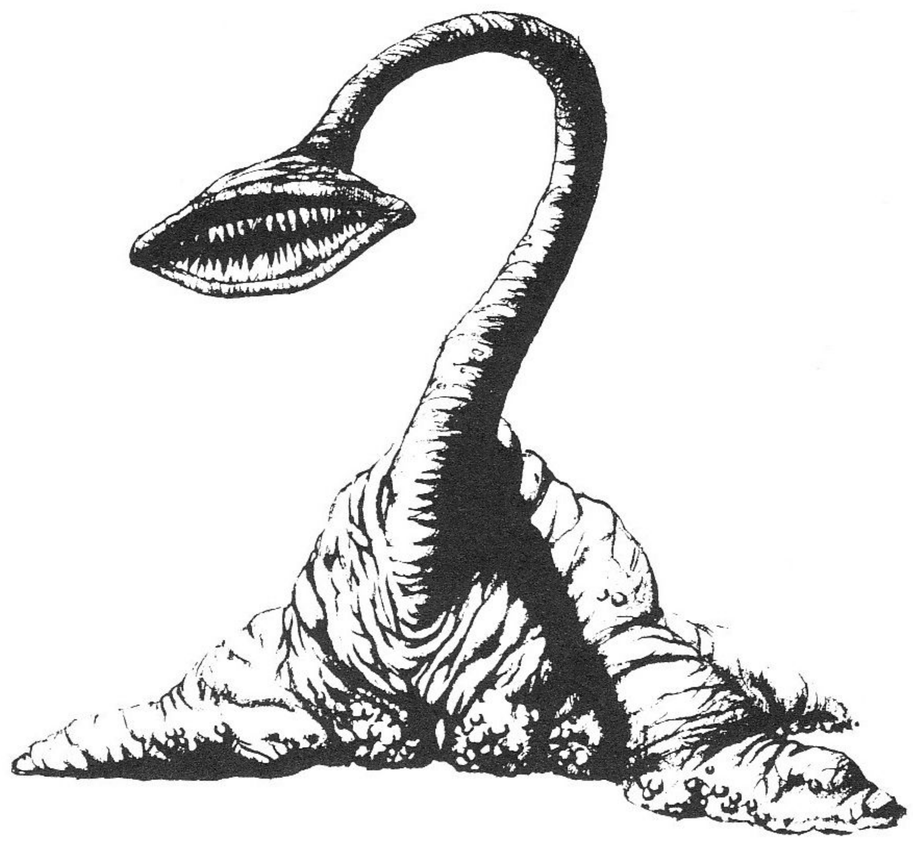
These large arctic recluses dominate life in the cooler zones, far away from the mediteranean regions of Burdoth and Ros Crendor. Although carniverous, they have no teeth. They rely upon their powerful array of mutations to kill and then pulverize their prey. Their tubular mouths lead to long, powerful necks which constrict food to a mulch. This creature's white body color blends well with the color of the northern icefields.

Related to the grey mandare, these creatures retain the same body shape, but attack by means of mutation instead of savage teeth. The white mandare is capable of attacking creatures from great distances with its poweful range mutations. Although their Aim is poor, these creatures can afford to miss from time to time.

The highly territorial mandare viciously defends its habitation. Large pits carved in the ice or tundra mark the perimeter of the white mandare territory. Their only means of detection is through vision. Their "Inner eye" ability allows them to pursue creatures inside their perimeter.

The white crudge skin of the white mandare is prized for its smooth, velvety finish. On the rare occasion upon which one of these creatures is slain, their skin is quickly separated from their bodies, preserved until skilled tanners can boil down the tissue, producing the most luxurious fabric commonly known on JORUNE.

Mandare meat is favored by few creatures; it is said to have theraputic qualities. This thick, blubbery muscle smells, more atrocious than the dreaded mathin limilate produced by Blount. Boiled down, this meat serves as a food preservative. The cooking process eliminates the odor almost completely.



1210 **LAIR**
1220 **SURP**
1230 **ARMOR**
1240 **LAIR**
1250 **WHEN FOUND**
1260 **MUTATIONS**

1210 LAIR

The lair description is a percentage chance of the creature having the listed lair type. The IN LAIR section is the chance that the creature will be in its lair when the encounter takes place.

1220 SURPRISE

The first group is the chance that the Nint surprises the players. The second is the chance that the players surprise the Nint. A D20 is used.

1230 ARMOR

The armor section lists the extra damage done to body parts. The thickness of the armor is listed for each size and body location. The first number inside the () is the bonus to hit in hand-to-hand, the second is the bonus to hit at range.

1240 WHEN FOUND

A D20 under this column indicates what the Nint does each round.

1250 MUTATIONS

The mutations list gives the chance of a small, medium and large creature of having a mutation. USABLE is the number of times a day the creature can use a mutation.

2000 MUTATIONS

2100 **INTRODUCTION TO MUTATIONS**
2200 **TERMINOLOGY**
2300 **USING MUTATIONS**
2400 **DESCRIPTIONS OF MUTATIONS**

2100 INTRODUCTION TO MUTATIONS

Mutations are created by the ambient energy of **JORUNE**, which affects all life on the planet. While many creatures have primitive mutations, the Caji and Shanthas are developed them into fine skills. Although it takes many years of effort to master even the simplest mutation it is conceivable for a Caji to excel at hundreds of manipulations in a lifetime. In other races, mutational abilities are involuntary. They require no effort nor training, but neither can they be developed to a further extent.

The mutating **JORUNE** energy has sped up evolution and variation in species. Creatures are able to store some of this ambient energy temporarily in their bodies. This energy is replentished on a daily basis.

Caji spend time on a regular basis practicing the old and developing the new. Their time also must be spent developing adapting to the ambient energy. As they age, Caji become better and better at absorbing this energy, but unlike all of the other **JORUNE** creatures, most of their progression is through effort. Their ability to both learn new mutations and resonate with the **JORUNE** energy flow seem to accelerate all at once, as often as every few months. This brings the Caji to a new platau in ability referred to as a Tlai (pronounced t-lie), commonly referred to in gaming terms as a Level. At new Levels, Caji receive Recovery+25 points to split between maturing new mutations and absorbing more energy each day, plus an additional 10 Value points beyond this. The terms used for these (Cost and Value) are defined in the next section.

2200 MUTATION TERMINOLOGY

2210 **COST** (C)
2220 **VALUE** (V)
2230 **PREPARATION** (P)
2240 **DURATION** (D)
2250 **RANGE** (R)
2260 **MAXIMUM USAGES** (M)
2270 **TYPE** (T)

2210 COST

Upon reaching a new Level, only a few of the abilities Caji practice successfully develop. For game purposes, Caji receive a number of points to *spend* on mutations each time this happens. Each mutation is described as having a cost associated with it. This "Cost" refers to the amount of time needed to develop the skill.

The mutations Caji are born and developed by their Tothis are selected only in the beginning of the game (section 2400, LEVEL 1 TABLE). Upon reaching first Level (Tlai 1), Caji will not have developed any *new* abilities; honing their present abilities and learning to better tap into the free energy that surrounds them occupies their time. (No mutation can be mastered at Level 1 that couldn't be mastered at Level 0.) At Level 2 and beyond, any mutation lower than or equal to the Caji's Level is a permitted choice.

Points need not all be used. Caji often train for abilities which they will be incapable of learning for many years. These points can be set aside, and tapped into as the character's level matures.

Mutations with stars printed directly to the right of their costs may not be chosen at any Level other than 0. For example, Shell is a mutation with a cost of 5; Shell may only be taken *when the player is creating* a Caji character.

2220 **VALUE**

Value Points indicate the amount of free energy that a Caji's body can capture each day. Upon reaching a new Tlai, Caji increase this value (the amount is described in section 6000 of chapter 2). If a mutation required 5 value points per usage, a Caji with 35 value points could use it 7 times a day (probably all at once, or in bursts, depending upon the mutation). Such variation will be discussed in the MAXIMUM USAGES section.

Value points are replenished while Caji sleep. Caji towns and villages are for this reason silent during the night hours. It is as serious an action to awaken a sleeping Caji as to steal energy cells from a Human's blaster.

Many mutations require no value points. This indicates that the Caji need simply decide to use the ability. This does not indicate that this mutation is always being used.

2230 **PREPARATION**

Preparation indicates the number of rounds required to prepare **and** use a mutation. The notation "R" indicates rounds. If a "-" listed for the preparation of a mutation, then no preperation is required; the mutation operates as soon as the Caji wishes.

2240 **DURATION**

Duration indicates the length of time that a mutation's effect lasts. Mutations with a duration of "-" have no Duration associated with them (the use constitutes the Duration). Durations are listed in rounds, "R" (minutes) "M" (hours) "H", or "D" (day). These abbreviations are used throughout the mutations section.

The duration of a mutation may depend upon the energy used by the Caji and the Effective Level of the defender. A mutation of Duration listing of UDM remains in effect for Usages Difference Minutes, meaning (Number of usages—Defender's Effective Level) minutes. For example, 5 usages of a mutation with a Duration listing of UDM used against a creature of Effective Level 3, would effect the defender for 2 minutes. If the result of such a subtraction results in zero or a negative number (5 usages against a Level 6 creature), the mutation has no effect.

2250 **Range**

This column specifies the maximum range at which a mutation may be used. If the listing for maximum range is a dash, then the mutation has no range associated with it. Another possibility is that the calculation for the range of the mutation is too long or complex to be listed in the abbreviated column. TC is the abbreviation for too complex.

2260 **MAXIMIMUM USAGES**

To the right of the R (range) column is the maximum usages column, abbreviated with an M. This may be difficult to locate because the maximum usage column and the F (form) column are next to each other. This value indicates the maximum number of usages of the mutation that can be used at any one time by a Caji. A "-" indicates no maximum associated with the mutation (such as spider grip, which does not require any value points).

Numbers in this column indicate the exact number of times that a mutation may be used. For example, the mutation Spectral Stun requires 1 and only 1 usage of 4 value points to be used. No more than 1 usage of spectral stun can be used at any time by a Caji.

A listing of "*" indicates that their is no restriction to the number of usages that may be clustered together in one round. The Caji must have enough value points of course.

Finally, listings of "L" indicate that the Caji's Level restricts the simultaneous usage for a given round. In cases such as this, the maximum number of usages per round allowable is the same as the character's Level.

2270 **TYPES**

2271 **Physical**
2272 **Mental**
2273 **Orb**
2274 **Bolt**

2271 **Physical**

Phyical mutations are those which manifest themselves through physical changes to the body. Some physical mutations are not visibly apparent. The physical mutation Night Eyes is undetectable.

2272 **Orb**

Orb mutations are soft-ball sized spheres of energy that are launched from the palm. Orbs vary in color and effect. They travel at 50 meters per second or 100 meters per round.

2273 **Bolt**

Like orbs, bolts are launched from the palms of the Caji. They look like 1 meter long bolts of flaming energy. Various bolts are colored differently. Bolts travel at nearly the speed of light.

2274 **Mental**

Mental mutations project no flash of light, nor thundering skies; they are mutations powered directly by the mind. The user of a mental mutation must remain stationary while the mutation is in use.

2300 **USING MUTATIONS**

2310 PREPARING AND USING MUTATIONS

2310 PREPARING AND USING MUTATIONS

Caji players must tell the referee when they wish to prepare, and when they wish to to use their mutations. During rounds when preparing a mutation, no other task may be attempted by the Caji.

2320 USAGE OF VALUE POINTS

After a mutation has been used, Caji subtract the number of value points used from their daily total. Mutations may not be used unless the Caji has a sufficient quantity of value points. Caji may, when using certain mutations, expend extra value points on the mutation, thusly increasing its effects. Expending double the number of value points would double the effects of the mutation. Tripling the number of value points expended would triple the mutation's effect. This procedure is not applicable to any physical mutations. Determinations of what effect increased value point spending will have is discussed in each of the mutation's descriptions. If no comment is made, the value listed in the Maximum Usage column, abbreviated M, will indicate the maximum number of usages that can be used with the given mutation on any given round, (see section 2160).

2330 MULTIPLE MUTATION USAGE

In some cases, a Caji can use more than one mutation at a time. The table below indicates which combinations are permitted. If a combination is not listed, assume that it is not possible.

T2330 MUTLIPLE MUTATION USAGE

THE FOLLOWING MUTATIONS CAN BE USED IN COMBINATION WITH ANY OTHER MUTATIONS.

2405.07 LIFE FORCE	2407.06 QUICK MIND
2406.01 BODY SHIELD	2405.04 LEVITATE
2407.08 SPECTRE	2409.03 MASS LEVITATE

2340 USING MUTATIONS UNDERWATER

The following mutations have trouble passing through anything softer than air.

T2340.00 MUTATIONS BEING USED UNDERWATER

MUTATION	RESULT
ACID SPRAY	NO EFFECT
BODY SHIELD	NO EFFECT
BUBBLE	NO EFFECT
CAGE	NO EFFECT
CAST ENERGY	1/2 DAMAGE
DEFLECTOR	NO EFFECT
FIELD	NO EFFECT
FIRE TOUCH	1/2 DAMAGE
FORCE	1/2 DAMAGE
LIGHTNING FREEZE	NO EFFECT
LIGHTNING STRIKE	NO EFFECT
POWER ORB	1/2 DAMAGE
SPECTRE	NO EFFECT
SPINNER	NO EFFECT
SPREAD	NO EFFECT

2400 MUTATION LISTINGS

Here is an alphabetical listing of all mutations. Following this list are descriptions of each.

T2400 ALPHA A

SECT	NAME:	C	V	P	D	R	MF	EFFECT
1.01	ACID SPRAY	3*	0	1R	-	2	1P	3D6 ACID
4.01	ALTERED PRCPTN	15	15	1R	5R	*	LM	+5 2B HIT

T2400 ALPHA B

SECT	NAME:	C	V	P	D	R	MF	EFFECT
4.02	BODY FREEZE	6	5	1R	UDR	100	*0	
6.01	BODY SHIELD	10	50	2R	1H	-	LM	100 PROT
8.01	BRAIN BLAST	30	20	1R	UDR	30	LM	HPTS&STR/2
7.01	BUBBLE	15	30	1R	1H	50	*0	200 FIELD

T2400 ALPHA C

SECT	NAME:	C	V	P	D	R	MF	EFFECT
9.01	CAGE	20	50	1R	*	30	LO	300 FIELD
5.01	CAST ENERGY	7	10	1R	-	75	*O	20 HEAT
3.01	CHARM CREATURE	5	40	1R	TC	20	LM	
9.02	CONSTRICTOR	25	15	1R	2R	30	LO	15 BLK&EDG
10.01	CRATER	20	50	2R	-	50	1O	50,30,10
5.02	CRAZE	7	10	1R	UDR	100	LO	
16.01	CREATE WARP	50	400	2R	10R	5	*O	

T2400 ALPHA D

SECT	NAME:	C	V	P	D	R	MF	EFFECT
7.02	DARKNESS	10	20	1R	UDR	100	LO	
3.02	DEFLECTOR	6	20	1R	UR	10	LO	
2.01	DETECT LEVEL	3	1	1R	-	20	1M	
1.02	DETECT LIE	1*	0	-	*	-	*M	
1.03	DETECT MUTATNS	2*	1	1R	-	20	LM	
3.03	DRAIN	5	10	1R	-	40	LM	PSUD/2
1.04	DWARF	3*	0	-	*	-	-P	

T2400 ALPHA F

SECT	NAME:	C	V	P	D	R	MF	EFFECT
6.03	FEAR	5	10	1R	UDR	100	LO	
1.05	FEELING	5*	0	-	*	40	*M	
7.03	FIELD	30	50	1R	1M	20	LO	USG*3M DIA
1.06	FIRE TOUCH	3*	5	1R	-	2	1P	15 HEAT
2.02	FORCE	5	4	1R	2R	8M	LM	
5.03	FROST BOLT	10	10	1R	-	100	*B	5PT/20COLD

T2400 ALPHA H

SECT	NAME:	C	V	P	D	R	MF	EFFECT
3.04	HEALER	4	12	5R	-	0	LP	3D6 HEAL

T2400 ALPHA I

SECT	NAME:	C	V	P	D	R	MF	EFFECT
1.07	INFINITE EAR	2	1	1R	1M	10	*P	
1.08	INFINITE EYE	3	1	1R	1M	10	*P	
5.04	INNER EYE	25	0	-	*	*	-M	SEE 360

T2400 ALPHA L

SECT	NAME:	C	V	P	D	R	MF	EFFECT
5.06	LEVITATE	5	5	1R	5R	-	*M	2M/ROUND
5.07	LIFE FORCE	30	30	5R	1H	-	1M	HPTS&PSD*3
7.04	LIGHTNG FREZE	20	20	1R	-	100	*B	50 COLD
6.03	LIGHTNG STRK	15	30	1R	-	100	*B	10PT&MORE
4.03	LIGHTNING BLST	10	10	1R	-	100	*B	CEP15PSD20

T2400 ALPHA M

SECT	NAME:	C	V	P	D	R	MF	EFFECT
9.03	MASS LEVTATE	20	10	1R	10R	-	*M	500 LB.
11.02	MASS SHIELD	70	200	2R	5H	3	LO	3000 FIELD
8.02	METAMORPHASIS	60	150	10R	1H	-	LM	
7.05	MIND FREEZE	10	25	1R	UDR	50	LO	
9.04	MIND MELD	70	100	5R	1R	-	LM	*4

T2400 ALPHA N

SECT	NAME:	C	V	P	D	R	MF	EFFECT
1.09	NIGHT EYES	4*	0	-	*	*	-P	

T2400 ALPHA O

SECT	NAME:	C	V	P	D	R	MF	EFFECT
1.10	ORB OF LIGHT	1	1	1R	1H	1	*O	

T2400 ALPHA P

SECT	NAME:	C	V	P	D	R	MF	EFFECT
12.01	PENET BLT MAJ	50	50	1R	-	50	1B	10 CEP
8.02	PENET BLT MIN	40	30	1R	-	50	1B	5 CEP
10.03	POWER BOLT	30	30	1R	-	30	LB	5 BULK
8.02	POWER HOLD	25	5	1R	UDM	50	LO	STR 40
1.11	POWER ORB	5	5	1R	-	100	*P	5 BULK
12.02	POWER VINE	100	-	5R	-	-	1M	10000 VAL
13.01	PULSE	30	20	1R	-	50	1O	2&8 BULK

T2400 ALPHA Q

SECT	NAME:	C	V	P	D	R	MF	EFFECT
2.03	QUANTUM	10	5	1R	-	100	1O	15 HEAT
7.06	QUICK MIND	15	30	1R	5R	-	*M	-3&+3 HIT

T2400 ALPHA R

SECT	NAME:	C	V	P	D	R	MF	EFFECT
9.04	REFLECT	50	200	2R	10R	-	1M	
6.04	REGENERATION	60	0	-	*	-	-P	
4.04	RUMMAGE	5	4	1R	-	5M	LM	

T2400 ALPHA S

SECT	NAME:	C	V	P	D	R	MF	EFFECT
7.07	SCRAMBLE	20	10	2R	UDR	50	LO	
8.04	SENSES	15	3	1R	UDR	100	LO	
4.05	SHADOWS	4	4	1R	1M	-	LM	
1.12	SHELL	5*	0	-	*	-	-P	
13.02	SHIELD IMPLSN	90	?	1R	?	10	LO	
5.07	SHIELD SHATTER	10	10	1R	-	100	*O	50 SHIELD
4.06	SILENCE	5	3	1R	UDM	100	LO	
6.05	SLEEP	10	20	1R	-	100	*O	10 PSUD
3.05	SLEEP TOUCH	6	5	1R	TC	2	LP	10 PSUD
2.04	SPECTRAL STUN	6	4	1R	-	15	1P	(15-M)*3
7.08	SPECTRE	20	30	1R	10R	-	*M	
1.13	SPIDER GRIP	4	0	-	*	-	-P	
6.06	SPINNER	10	30	1R	UDR	30	LO	
9.05	SPREAD	20	40	1R	-	30	10	10 SONIC
6.09	STIFF	8	5	1R	URD	100	LO	DROPS ALL
1.14	SUFFOCATE FIRE	1	1	1R	-	40	LO	
5.08	SUSPNSN ORB	10	20	1R	UDH	20	*O	

T2400 ALPHA T

SECT	NAME:	C	V	P	D	R	MF	EFFECT
1.15	TASTE PRCPTION	1*	0	-	*	-	-P	
4.07	TRANSMUTE	35	50	2R	1M	-	1P	1/DAY
2.05	TUMBLE	4	3	1R	-	-	*O	HT-US*10

T2400 ALPHA W

SECT	NAME:	C	V	P	D	R	MF	EFFECT
7.09	WALL	10	50	1R	*	5	LO	200 FIELD
10.03	WARP	30	150	2R	1M	-	LM	
1.16	WATER LUNG	1*	0	-	*	-	-P	
1.17	WHISPERS	4	0	1R	1M	100	*M	
1.18	WINGS	4*	0	-	*	-	-P	

LEVEL 1

T2401 LEVEL 1

01	NAME:	C	V	P	D	R	MF	EFFECT
.01	ACID SPRAY	3*	0	1R	-	2	1P	3D6 ACID
.02	DETECT LIE	1*	0	-	*	-	*M	
.03	DETECT MUTATIONS	2*	1	1R	-	20	LM	
.04	DWARF	3*	0	-	*	-	-P	
.05	FEELING	5*	0	-	*	40	*M	
.06	FIRE TOUCH	3*	5	1R	-	2	1P	15 HEAT
.07	INFINITE EAR	2	1	1R	1M	10	*P	
.08	INFINITE EYE	3	1	1R	1M	10	*P	
.09	NIGHT EYES	4*	0	-	*	*	-P	
.10	ORB OF LIGHT	1	1	1R	1H	1	*O	
.11	POWER ORB	5	5	1R	-	100	*P	5 BULK
.12	SHELL	5*	0	-	*	-	-P	
.13	SPIDER GRIP	4	0	-	*	-	-P	
.14	SUFFOCATE FIRE	1	1	1R	-	40	LO	
.15	TASTE PERCEPTION	1*	0	-	*	-	-P	
.16	WATER LUNG	1*	0	-	*	-	-P	
.17	WHISPERS	4	0	1R	1M	100	*M	
.18	WINGS	4*	0	-	*	-	-P	

2401.01 Acid Spray

Caji with Acid Spray have small sacs in their palms that can emit a powerful acid, of level 3D6. Caji choosing Acid Spray as a mutation roll the 3D6 for level only once; the rolled level will never change. In order to hit an opponent with an acid attack of this type, a base roll of 3 or higher must be rolled, (see rolls to hit, section 2.6400.00).

2401.02 Detect Lie

Caji with this ability can instinctivly tell when lies are spoken in their presence. The lie need not be spoken in a language that the Caji is familiar with, stress in the speaker's voice will give him away. This mutation is also effective if the Caji hears a lie while communicating telepathicaly. By wording their answers carefully, those questioned by Caji with Detect Lie can avoid detection.

2401.03 Detect Mutations

With the use of this mutation, the mutational powers of any creature with mutations within 20 meters can be detected.

2401.04 Dwarf

Dwarves are Caji that are only 1 meter tall. Dwarfs are very fast (add 1D6+4 to their dexterities). The dwarf's disadvantage is that his strength is reduced to ⅓ of normal; speed and constitution are both cut to ½ their normal values. Be sure to check 1.5611.00 for the dwarf's new constitution ADC.

2401.05 Feeling

Caji with this ability are aware of any living creature within the mutations sphere of detection. When an encounter occurs, Feeling has a (20+Levelx5)% chance of detecting the encounter at 40 meters away. If Feeling does not pick up the encounter then re-roll every 10 meters adding 20 to the die roll. Feeling has a (5-Level)% chance of giving a false indication at some time during each day. When Feeling is triggered, the Caji will simply become aware of a life form around him. Caji with Feeling can set a minimum size at which the mutation will signal them; this capability help prevent an insect's flight plan from sending the party into a frenzy.

2401.06 Fire Touch

Caji with Fire Touch can command their hands to emit extreme heat that will burn or scorch most anything. The hands of the Caji must come in direct contact with the substance to be burned; treat this as a fist attack. Once the palm has made contact, 15 points of burning damage are inflicted to the object touched. A usage of this power lasts only an instant. When using this mutation in combat, the Caji will be -6 to be hit by defenders.

2401.07 Infinite Ear

This is the ability to hear through any solid barrier. Conversations held on the other side of a wall or sounds from within a box can be heard with the use of this mutation. Infinite ear will penetrate all but referee designated materials.

2401.08 Infinite Eye

Infinite eye is the ability to see through solid objects such as containers and walls. Vision extends 10 meters in the direction being viewed. Infinite eye will penetrate all but special referee designated materials.

2401.09 Night Eyes

Caji with Night Eyes can see under any lighting conditions except total darkness. Under partially lit conditions, the Caji will suffer no penalties due to lighting conditions, described in section 2.6430.00. In *total* darkness, Caji with Night Eyes are just as blind as everyone else.

2401.10 Orb of Light

With this mutation, an orb of glowing light is created. This orb will hover about its caster, throwing off a field of illumination. The light is bright enough to read by and is sufficient for conducting combat in an otherwise dark location. Weapons will appear to pass right through the orb as it gives way to any small obstacle. The orb can be dispersed at any time by its caster to illuminate a region evenly. The orb may also be cancelled out prematurely.

2401.11 Power Orb

This bright orange orb is one of the most powerful offensive weapons available to Caji. The bulk damage of Power Orb is wonderful for knocking creatures off of thombos, subduing, breaking inanimate objects, etc. Creatures who have suffered this mutation's effect compare it to being rammed by a club. Because the damage it does is bulk, the Stamina is doubled on a roll of 5 or 6 on a D6, (see 2.T6531.00).

2401.12 Shell

Caji with Shell have a carapace type back covering similar to those of turtles. Body locations not protected by the carapace will be protected by a leathery skin, treat this as hide in combat situations. Carapaced Caji are much slower than normal; add 30 points to their encumberances at all times. Caji with Shell may retreat into their Shells to protect their limbs and head. The Shell can take normal carapace damage. If from any single attack, the Shell sustains more damage than is listed for it on 2.T6520.00, it will crack and all further damage done to the Shell will inflict double damage to the Caji for D4+4 days. During this time the Shell will offer no protection against attack. If a creature has a strength that is twice the constitution of a Shelled opponent, then he can flip the Caji onto his backside; once in this position, it will take the Caji 2xD20 rounds for the Caji to right himself. The dexterities of Caji with this mutation are½ of normal, constitutions add 5 points and speeds are⅓ of normal.

2401.13 Spider Grip

Spider grip is the ability to climb onto any solid surface that can support a Caji's weight. The hold lasts indefinately and requires no effort to maintain. This mutation increases the rate at which Caji can climb trees by a factor of 3. Spider grip is useless if a surface has been greased or slickened.

2401.14 Suffocate Fire

Caji with this ability can extinguish flame, leaving in its place cool remains of whatever was burning. The size of the blaze that may be extinguished depends upon the number of usages of suffocate fire used. One usage could put out a lantern, torch or small campfire, while more usages could snuff out a much larger blaze. The suffocate fire orb is clear and cannot be detected by most creatures. Regardless of the size of the fire, it will take 1 round for it to fade out.

2401.15 Taste Perception

With this mutation, the Caji's taste system is so accurate that all major components of a tasted substance may be identified. The Caji need only place the foreign substance to his tongue to identify it. Only microscopic qunatities are needed for a sampling. The Caji never need swallow any of the tested material; it can be spit out. Harness and poison are examples of substances easily identified by those with taste perception.

2401.16 Water Lung

Caji with water lung can breath as easily in water as out. The body of Caji with water lung are slightly expanded about the chest in order to make room for the extra filtering tissue. It is assumed that all Caji with water lung have already learned to swim.

2401.17 Whispers

This ability closely resembles telepathy; it gives its user the ability to speak to an intelligent creature's mind. This mental contact can be made only with a creature which is in view, but after contact has been established, line of sight is no longer neccessary. The Caji transmitting may also receive whispers from the contacted creature. This mutation can not be used in an offensive way. For example, a Caji with whispers could not contact an enemy and then telepathically scream loud enough to deafen or stun his opponent.

2401.18 Wings

Caji with wings may fly three times as fast as they can sprint. The wings are knik-like and sprout out of the upper portion of the back. Because of the weight restrictions involved with flight, the strengths and constitutions of winged Caji are cut in half. One round is required to become airborn and 3 rounds are needed to attain evasive flight speeds. If the wings should suffer more than 2 hit points of damage, they will be sufficiently impaired to prevent flight. Wings heal one point a day. If wings suffer ten or more points damage from swung attacks, heat or cold, they will be permanently unusable until treated by someone with medical skills. Flight may take place only when total hit points are at one half maximum or greater.

2402.01 Detect Level

Caji with this mutation are able to sense the Level of any intelligent creature nearby. (It is more in the spirit of gaming for the referee to disclose only the approximate Level of the creature.) The lower the Level, the greater the accuracy. It is not possible to determine the Level of a high Level creature very accurately with the use of this mutation.

2402.02 Force

This is the ability to attract or repel objects and creatures. For each usuage of force, a 10 lb. object can be made to change its speed by 1 meter per round. For example, if Vendrith Cacs wanted to move a 20 lb. sword at a rate of 4 meters per round, it would require 8 usages or 40 value points, (5 * 2 for a 20 lb. object = 10, 10 * 4 for 4 meters per round = 40). It is not possible to accurately control objects being pushed; pulled objects however can be aimed quite accurately if they are pulled directly towards the Caji. To attract or repel creatures, treat each hit point as 10 lbs. for intelligent creatures and 1 hit point as 1 lb. for non-intelligent creatures.

2402.03 Quantum

The quantum orb is silver-colored with red sparkles. It does 15 points of heat damage. What makes this mutation interesting is that only one usage of quantum can by used during any given round by a creature. Its advantage lies in its ability to defend against small creatures. For the value points it consumes, quantum is a very powerful mutation.

2402.04 Spectral Stun

Caji with this mutation are able to project a beam of intense light from their eyes. The light is so blinding that if used against creatures with eyes, (15—meters from defender)*3 points of Stamina damage will be suffered. In addition the creature will be -10 to hit with any attack type; reduce this by 2 each round, (-10 first round, -8 second round, etc.). Defenders who close their eyes or hold their hands over their eyes will still be fully affected. Only large blocking devices like shields or trees will protect victims of spectral stun. No roll is made to check for a hit with spectral stun. If the Caji can see it, then he can hit it in the eyes. It is of course possible to just turn your back to creatures that you know have spectral stun, but expect a spear in your back.

LEVEL 2

T2402 LEVEL 2

02 NAME:	C	V	P	D	R	MF	EFFECT
.01 DETECT LEVEL	3	1	1R	-	20	1M	
.02 FORCE	5	4	1R	2R	8M	LM	
.03 QUANTUM	10	5	1R	-	100	10	15 HEAT
.04 SPECTRAL STUN	6	4	1R	-	15	1P	(15-M)*3
.05 TUMBLE	4	3	1R	-	-	*0	HT-US*10

2402.05 Tumble

Use of this mutation allows the Caji and anything he is touching to fall great distances without suffering harm. For each usage of tumble used, subtract 10 meters from the height fallen in calculating damage, (see section 2.6514.00 for details on falling.) Although this mutation is of orb form, it can not be launched to save others. The only way a Caji can use tumble to help someone else is by touching that creatue at the time that the mutation is *used. The orb is yellow in color and spreads out to form a sphere* about the Caji. The orb will disappear upon touching an obstruction such as the ground or a tree. The rate at which a tumbling Caji falls is greatly reduced from normal Speed.

LEVEL 3

T2403 LEVEL 3

03 NAME:	C	V	P	D	R	MF	EFFECT
.01 CHARM CREATURE	5	40	1R	TC	20	LM	
.02 DEFLECTOR	6	20	1R	UR	10	LO	
.03 DRAIN	5	10	1R	-	40	LM	PSUD/2
.04 HEALER	4	12	5R	-	0	LP	3D6 HEAL
.05 SLEEP TOUCH	6	5	1R	TC	2	LP	10 PSUD

2403.01 Charm

This mutation gives Caji a chance of turning away hostile non-intelligent creatures. The percentage chance of persuading a creature to be nice is (usages*100—creatures hit points)/10. The affects of this mutation are limited. Every 5 rounds after a successful usage of Charm, if a roll of a D100 yields (10 + rounds after usage of charm) or higher, then the creature is no longer charmed. When a creature breaks the effects of charm additional usages of the mutation can be used.

2403.02 Deflector

Deflector is an orb that usually spreads out from the Caji's hand to form a spherical force field. This shield is infinite in strength; deflector can survive any single attack; then it will fall. A single attack is defined as anything that would inflict 1 point of any type of damage to the shield. Mental attacks are not halted by deflector. Deflector may be positioned up to 10 meters away in order to defend fellow creatures; at ranges greater than 10 meters, deflector spreads out into uselessness. The cylindrical envelope that deflector spreads out to form is invisible, as is the orb that it comes from. Attackers cannot detect the use of this mutation; only the deflection of an attack will indicate the shields presence. Deflector will remain usages rounds before falling, if it suffers no damage. The shield is 1 meters in diameter. In order to put a deflector up in time to defend against an oncoming offense, the Caji must have an advantage with 6 of the creature attacking him.

2403.03 Drain

This mutation causes the loss of one half of a victim's Sta points. Note that the damage done is independent of the number of usages. As long as the number of usages used by the Caji is greater than the Level of the defender, ½ of the defender's Stamina points are lost. Using 6 usages against a Level 2 creature would be a real waste; the extra 4 usages yield no additional damage. Creatures defending against a Drain attack will suddenly feel very weak and will fall down on a roll of 6 on a D6. Note that this attack is mental and gives no visual indication.

2403.04 Healer

This is the ability to heal the wounds of any creature. The Caji need only pass his hands over the injured locations to heal. Severed limbs will not grow back nor will deceased creatures be brought back from the dead by the use of Healer. Note that only one half of lost hit point may be regained in a given day by the use of Healer. Natural body healing and healing by crystals, etc. can be used whether or not Healer has been used. Caji with Healer may never use this power on themselves.

2402.05 Sleep Touch

Caji with this mutation can inflict 10 Stamina damage by touching the flesh or armor of an opponent. Creatures with less than 1 Stamina point fall unconscious. To determine how long a defender is out, see section 2.6571.00. Treat Sleep Touch as if it inflicted gas damage when consulting the section on unconsciousness.

LEVEL 4

T2404 LEVEL 4

04 NAME:	C	V	P	D	R	MF	EFFECT
.01 ALTERED PERCEPT	15	15	1R	5R	*	LM	+5 2B HIT
.02 BODY FREEZE	6	5	1R	UDR	100	*O	
.03 LIGHTNING BLAST	10	10	1R	-	100	*B	CEP15PSD20
.04 RUMMAGE	5	4	1R	-	5M	LM	
.05 SHADOWS	4	4	1R	1M	-	LM	
.06 SILENCE	5	3	1R	UDM	100	LO	
.07 TRANSMUTE	35	50	2R	1M	-	1P	1/DAY

2404.01 Altered Perception

Caji who use Altered Perception will be +5 to be hit for the duration of the mutation. Creatures trying to strike the Caji will see their opponent only through a blur; he will appear visually distorted. The use of Altered Perception also creates great crackles and booms around the Caji. The effect of this mutation is a strong wind about the Caji. Oncoming attacks will often bounce away from the Caji. The use of this mutation precludes the possiblilty of the Caji attacking by means of non-mutational, non-launched attacks.

2404.02 Body Freeze

Defenders hit by this bright green orb are unable to move any voluntary muscles in their bodies for (usages—defender's Level) rounds. Creatures which are moving in any way when paralyzed by Body Freeze will fall during their first round of body freeze.

2404.03 Lightning Blast

This blue bolt does 15 points of CEP damage. Because of this mutation's painful effect, defenders against it suffer 20 points of Stamina damage per usage.

2404.04 Rummage

Caji with this mutation are able to extract information from the minds of intelligent creatures. There is a 100% probability of success when using Rummage on sleeping creatures. However, when conscious, opposing forces can be exerted to prevent such mind searches from taking place. The amount of information extracted is determined by the number of usages the Caji employs. The strength of the Rummage is denoted as the number of usages minus the defender's Effective Level. If the number of usages is less than or equal to the creature's Effective Level then the Rummage has no effect. For every 5 usages past this base mark, the Rummage become much deeper. Unless precautions are taken, conscious creatures will know if they have been Rummaged. Only by expending great enery is the Caji able to hide his Rummage attempt. If for every usage of Rummage, the Caji doubles the value point requirement and then adds 100 value points, the Rummage will be undetectable.

2404.05 Shadows

Caji employing Shadows emit no sound nor do they cast any Shadows. Stalkers with Shadows have a have a near limitless ability to sneak up on and do away with who they choose. Stalking Caji will never be detected unless they are directly spotted.

2404.06 Silence

Creatures hit by this clear orb will be defended for (usages—defender's Effective Level minutes). If, for example, 7 usages were used against an Lffective Level 5 creature, that creature would be deaf for 2 minutes or 60 rounds. If the number of usages is less than or equal to the defender's Effective Level then the orb has no effect.

2404.07 Transmute

Caji with this mutation are able to greatly increase their ability to fend off attack. When Transmute is used, the Caji's strength is quadrupled, constitution, Stamina points and hit points are tripled and Speed is doubled. In addition to these changes, the body of the transmuting Caji excretes a thick pasty liquid that drys quickly, turning the skin of the Caji into a temporary carapace. When the effects of Transmute are over one minute later, this crusty layer will flake off of the Caji's body. Many think of this mutation as a type of Caji battle rage. The ferocity of creatures in this state is enough to scare many opponents away. During the effect of the Transmute the Caji is fully capable of using all of his other abilities.

LEVEL 5

2405 LEVEL 5

65 NAME:	C	V	P	D	R	MF	EFFECT
.01 CAST ENERGY	7	10	1R	-	75	*0	20 HEAT
.02 CRAZE	7	10	1R	UDR	100	LO	
.03 FROST BOLT	10	10	1R	-	100	*B	5PT/20COLD
.04 INNER EYE	25	0	-	*	*	-M	SEE 360
.05 LEVITATE	5	5	1R	5R	-	*M	2M/ROUND
.06 LIFE FORCE	30	30	5R	1H	-	1M	HPTS&PSD*3
.07 SHIELD SHATTER	10	10	1R	-	100	*0	50 SHIELD
.08 SUSPENSION ORB	10	20	1R	UDH	20	*0	

2405.01 Cast Energy

This red orb of destruction inflicts 20 points of heat damage to its target. When indexing the armor matrix for defenders of this attack, divide all listed values by two; round up for numbers not evenly divisible by two. Thus, hide would stop 3 points of heat from Cast Energy, (its listed value against heat is 5, 5/2= >3).

2405.02 Craze

This clear orb throws its defender into an epileptic fit that halts any attack or mutation being prepared or used. The limbs of the defender will contort, twist and wave violently about for the duration of the Craze. The length of time that the defender will be in his convulsed state is (number of usages—Effective Level of the defender) rounds. Each carried item has (duration in rounds *10)% chance of being dropped by the end of the Craze. For each round of Craze, subtract D4 hit and D8 Stamina points. Apply this damage to a random location.

2405.03 Frost Bolt

Frost bolts are an energy, ice mixture than pierces an opponent's armor as a point projectile. Once the bolt has penetrated into its defender's body, the frigid cold content its destruction is realized. The point damage inflicted by this bolt is 5 points; the cold damage is 20 points. If the point damage is insufficient to penetrate the armor, then the cold damage must penetrate the armor separately. Frost bolts are white giving off an occasional blue gleam.

2405.04 Inner Eye

This mutation gives the Caji the ability to see without the use his eyes. A mental image is painted in the mind that extends 360 degrees. Inner eye operates as well in darkness as in full light, however, the vision is not x-ray and does not allow perception into the ultra violet or infra-red spectrums. Although Caji with inner eye cannot be snuck up on, they can only concentrate upon one direction at one time. So although they receive a full description of everything around them, they can only react to a bit at a time. Inner eye does not a kung-fu master make.

2405.05 Levitate

This ability allows a Caji to lift his or her body into the air and to move it from place to place at speeds up to 2 meters per round. Movement may only be horizontal or vertical; Levitate body does not simulate flight, with its complex movement possiblities. No more than maximum mass may be Levitated. If the levitating Caji's Stamina points reach 3 or less or if his Hit Points reach 4 or less, then levitation must cease immediatly. Levitation can be canceled by its user at any time. Levitators who fall may suffer damage due to falling. Because the levitation cancels slowly under any circumstances, subtract 10 meters from the distance fallen.

2405.06 Life Force

Life Force multiplies the Caji's Hit points and Sta points by 3 for 5 rounds. Any damage inflicted to the Caji during the usage is subtracted from the Caji's increased points; when the effects wear off, the Caji will divide his Hit Points and Stamina points by 3. For example, if an 11 Hit Point, Level 7 Caji were to use life force, then for the next 5 rounds that Caji would have 33 Hit Points and Stamina points. Let's say that during this duration the Caji was to suffer 22 points of damage due to various weapon attacks. When the mutation's effect wore off, the Caji would have 4 Hit Points remaining, (33-22=11, 11/3= >4 rounding up). Caji who use more than one usage at a time of Life Force increase the duration of the mutation's effect. Additional Hit Points over the tripled value cannot be gained by putting additional value points into Life Force.

2405.07 Shield Shatter

This bright yellow orb does 50 points damage to any force field. There is no effect if the orb strikes anything other than a force field.

2405.08 Suspension Orb

Upon hitting, this blue orb will raise defenders 2 meters off the ground and retain them there in a weightless state for (usages—defender's Effective Level) hours. During this time, the defenders are free to move their limbs, use mutations, talk, etc. The only way that a victim of Suspension Orb can become free is by grappling or holding on to something and then applying a pulling strength of 30. This could be accomplished by tying a rope around the suspended character and having creatures of combined strength 30 or greater pull on the rope. A suspended character with a grapple could get down given a strength is 30 or greater. As long as the Caji creating the Suspension Orb is within 30 meters of his victim, the orb will move as the Caji wishes. If the creature is further than 30 meters from the caster then no motion is permitted. All creatures of less than 500 Hit Points can be suspended with this mutation. Creatures with strength of 30 or greater who hold on to something at the time of suspension will not be lifted. It is possible for the Caji to create Suspension Orbs that last longer and are stronger simply by applying more value points. For each additional 30 points of suspension strength, an extra usage is needed. Multiply the number of usages by the number of hours that the suspension is to last. For example, to create a Suspension Orb of strength 90 which would last for 6 hours would take 360 value points, (20 * 3 for a strength of 90 = 60, 60 * 6 for a 6 hour suspension = 360 value points).

LEVEL 6

T2406 LEVEL 6

06 NAME:	C	V	P	D	R	MF	EFFECT
.01 BODY SHIELD	10	50	2R	1H	-	LM	100 PROT
.02 FEAR	5	10	1R	UDR	100	LO	
.03 LIGHTNING STRIKE	15	30	1R	-	100	*B	10PT&MORE
.04 REGENERATION	60	0	-	*	-	-P	
.05 SLEEP	10	20	1R	-	100	*O	10 PSUD
.06 SPINNER	10	30	1R	UDR	30	LO	
.07 STIFF	8	5	1R	URD	100	LO	DROPS ALL

2406.01 Body Shield

Body shield is a cylindrical force field with spherical end caps that protects the Caji's body. This shield can take 100 points damage before falling. Only sound, light or mental attacks affect the user of Body Shield. All other attacks must fell the shield before inflicting any damage upon its occupant. There are no movement restrictions for users of Body Shield. However, Caji protected by such a shield may make only launched, orb, bolt or mental attacks. Those employing Body Shield may not use swords or other such weapons to attack. The shield may be canceled at any time by its caster. By the expenditure of additional value points, Body Shields can be formed which last longer and offer more protection. Multiply the number of value points needed to construct a shield by the multiple increase in shield strength and lifespan. So, to create a Body Shield of 300 points that would last for 5 hours would require 750 value point, (50 x 3 for a shield of triple protection = 150, 150 x 5 for a shield which lasts for 5 hours = 750). If the shield suffers more damage than it was constructed for, it will break down in a dazzle of color; once down it will no longer protect the Caji.

2406.02 Fear

The clear Fear orb creates an uncontrollable panic in its defender that lasts for (usages—defender's Effective Level)x2 rounds. During this time, the defender has a 50% chance of running away, a 30% chance of screaming and dancing like a maniac, and a 20% chance of falling down, crying. If forced into combat while in a panicked state, subtract 6 points from each of the defender's advantage rolls and penalize the fear stricken wretch with a +4 to hit on any attack that he might be able to make. Realize that different creatures react differently to the Fear orb. Non-intelligent creatures are not effected in the least by this mutation.

2406.05 Lightning Strike

Lightning strike is a silver bolt that imparts a tremendous thrust onto whatever it impacts. Because all of the force of the attack is concentrated at a single spot, severe point damage results. Defenders will suffer 10 points of point damage per usage of Lightning Strike. In addition to this, defenders will also be thrown (20 x number of usages—constitution of the defender)/10 meters backwards. The damage suffered from such a toss depends upon how far the defender flys before striking an obstruction. The referee will make such a determination based upon the present terrain. The resulting damage from smashing into something is (meters would have been thrown + 5—actual number of meters thrown)D6. Assess ½ of this damage to a random location and the other half of the damage to the body of the defender.

2406.06 Regeneration

Caji with regeneration heal all damage to themselves in 24 hours. Limbs do not grow back and dead characters are not saved by the help of this mutation.

2406.07 Sleep

Sleep is a white orb that does 10 Stamina damage.

2406.08 Spinner

Spinner is a green orb that upon hitting an opponent will start the defender spinning for (usages—Effective Level of the defender) rounds. All attacks made by the defender after spinning will be +2 for each round of spin. Spun victims are -1 to be hit for each round of spinning. So a character who was spun for 5 rounds will be -5 to be hit when done spinning. In addition to this, defenders of Spinner lose 1 Stamina point for every round they are spun. These effects wears off at the rate of 1 point every 2 rounds, including the Sta points, unless of course the spun subject becomes unconscious. The rate of spin is approximately 20 revolutions per round. Spinning stops abruptly at the end of the mutation's duration. Each hand held item has a (rounds spunx20)% chance of being dropped during the spin.

2406.09 Stiff

This olive colored orb causes defenders to loosen and then quickly tighten all of their muscles. The result is that defenders will drop whatever they have in their hands and then fall. The duration of this mutation is (usages—defender's Effective Level) rounds. No damage is suffered by this mutation, but its effects are far from pleasent.

LEVEL 7

T2407 LEVEL 7

07 NAME:	C	V	P	D	R	MF	EFFECT
.01 BUBBLE	15	30	1R	1H	50	*0	200 FIELD
.02 DARKNESS	10	20	1R	UDR	100	LO	
.03 FIELD	30	50	1R	1M	20	LO	USG*3M DIA
.04 LIGHTNING FREEZE	20	20	1R	-	100	*B	50 COLD
.05 MIND FREEZE	10	25	1R	UDR	50	LO	
.06 QUICK MIND	15	30	1R	5R	-	*M	-3&+3 HIT
.07 SCRAMBLE	20	10	2R	UDR	50	LO	
.08 SPECTRE	20	30	1R	10R	-	*M	
.09 WALL	10	50	1R	*	5	LO	200 FIELD

2407.01 Bubble

Bubble is similar in construction to body shield except that the shield is placed around an enemy and is immobile. The bubble can sustain 200 points of damage before falling. If the shield is not destroyed, it will lose its energy after 1 hour. Nothing may penetrate or leave the Bubble except for sound, light and mental attacks. Additional usages apply the same as they do for body shield, (mutation 2406.01).

2407.02 Darkness

This black orb blinds defenders by preventing their brains from receiving the messages that their eyes send them. The duration of this effect is (usages— defender's Effective Level) rounds. Inner eye is not immune to the darkness orb.

2407.03 Field

Field is a mutation that prevents large energy expenditures within its radius. The Field is usages*3 meters in diameter and extends 5 meters in height. While inside the Field, creatures may not walk, use weapons, orb or bolt mutations, etc. All of these actions expend large amounts of energy which would be immediately dampened by the Field. Walking 1 meter every 5 rounds is the fastest travel permitted inside the Field. Field can be placed at the entrance of a door, thus slowing down persuers; it can be placed over a large creature or inside a cavern. Additional usages can be spent in extending the life of the Field. For each extra minute of the Field's existence, increase the number of value points needed by the original number used in determining the Field's radius. For example if it was decided to create a 9 meter radius Field that would last for 5 minutes, 750 value points would be needed at the time of the Field's creation, (50 * 3 for a 9 meter Field = 150 value points, 150 * 5 for a Field that lasts for 5 minutes = 750 value points).

2407.04 Lightning Freeze

Lightning freeze is a blue bolt of energy that freezes whatever it impacts, doing 50 points of cold damage. Treat this damage as edge damage when checking for the severing of limbs. Arms can literally be frozen off.

2407.05 Mind Freeze

This golden orb cancels all mental processes except for autonomical functions such as breathing and heart beat. The duration of this effect is (usages—defender's Effective Level) rounds. Note that this mutation will cancel any mutation being used at the time.

2407.06 Quick Mind

Quick mind increases the working speed of the Caji's mind. Caji with Quick Mind cannot run faster, but all attacks are -3 to hit. All defenses made by Quick Minding Caji will be +3 to be hit. The effects of Quick Mind last 5 rounds. Additional usages will of course increase the length of the effect.

2407.07 Scramble

This clear orb prevents defenders from making any orb, bolt or mental attacks for (usages—defender's Effective Level) rounds.

2407.08 Spectre

If a Caji is protected by Spectre, any one attack will pass through the Caji's body without causing harm. To force the Spectre defense to fall, an object or energy of value 1 point must pass through the Spectred Caji. Thus, anything that would inflict one point of damage or that would reduce any characteristic by one point will suffice. Throwing sand through a Spectred creature is not sufficient. If this condition is met, the Spectre defense falls and the Caji then becomes vunerable to attack. Spectre will stay up for 10 rounds before falling naturally. With Spectre, Caji can walk through and push things through walls, but no part or object of the Caji may remain inside of a wall, creature or object. As soon a spectrized object or creature passes into something, it is edjected at a high velocity, re-materializing on its way out. Caji cannot hide inside walls or underground with Spectre. Wall jumping is possible, if enough speed is built up. Thin barriers are the easiest to jump through with Spectre. All such activities do of course fell the Spectre defense.

2407.09 Wall

Wall is an invisible orb that spreads out to form a 20x20 meter force Field that has a strength of 200 points. This force Field, unlike others, will lose power in specific locations, instead of allowing the entire Field to fall. Thus, if 200 points of damage is applied to any single spot on the wall it will form a 1 square meter opening in the wall. Because the wall is invisible, holes are not apparent and require careful examination to find. Wall is flat, and stands vertically, as the name suggests. Creatures on the other side of the Field need only walk around the wall to get to its other side, but if positioned in front of a cave, etc. it can form a nearly impenatrable defense. The creator of a Wall may at any time destroy 1x1 meter sections of the wall. Caji can create Wall such that it lies horizontal should they needs such a shield.

LEVEL 8

T2408 LEVEL 8

08 NAME:	C	V	P	D	R	MF	EFFECT
.01 BRAIN BLAST	30	20	1R	UDR	30	LM	HPTS&STR/2
.02 PENET BOLT MINOR	40	30	1R	-	50	1B	5 CEP
.03 POWER HOLD	25	5	1R	UDM	50	LO	STR 40
.04 SENSES	15	3	1R	UDR	100	LO	

2408.01 Brain Blast

This mental attack devestates intelligent opponents by halfing their hit points and strength. The points lost in strength will be regained through healing as if they were hit points. The true power of Brain Blast is only realized when its painful effects are taken into account. Hair pulling, mind riddling pain will bring the defenders of Brain Blast to their knees screaming for (usages—defender's Effective Level) rounds. Note that additional usages increase the duration of the Brain Blast but have no effect upon how many hit points and strength points are lost. Each successful attack of Brain Blast can only half those characteristics. Doubling the usages will not cause the defender to lose twice as many points.

2408.02 Penetration Bolt: Minor

This black bolt penetrates any armor on the journey to its defender. Note that only one usage of penetration bolt may be used per round, regardless of the Caji's Level. Although the damage is of type CEP, it always penetrates armor, so armor indexes are never used in conjunction with penetration bolts.

2408.03 Power Hold

This purple orb splits into 6 energy rings which bind tightly around the defender's body. The rings station themselves almost equidistant from one another starting at the ankles and proceeding to the defender's neck. The more a defender trys to struggle out of the power hold, the tighter the hold will be. The duration of this mutation is (usages—defender's Effective Level) minutes. The strength of the hold is 40 points. Thus, creatures of strength 40 or greater defending against power hold can break the glowing energy rings to free themselves. Additional value point expenditure on the part of the Caji can increase the strength and duration of the power hold. If a Caji wanted to send a 5 usage power hold orb at a defender that would last for 8 minutes, but he wanted the strength of the hold to be 120 strength points, the number of value points needed at the time that the orb is sent would be 600 value points, (5 * 5 for 5 usages = 50, 50 * 8 for an 8 minute hold = 200, 200 * 3 for a strength of 120 = 600 value points).

2408.06 Senses

This clear, dastardly orb repeats mundane sight and sound sensations to the brain, forcing ignorance upon its defender. Once senses is used on a guard, a whole band of characters can gallop past without being detected. The duration of this effect is (usages—defender's Effective Level) rounds. The only way that a defender of senses can be brought back to reality before the duration of the mutation is over is by being touched or by feeling pain of any sort. Senses will not be effective if used against creatures which are actively doing something. Guards are easily tricked by senses, but warriors in action will not be. Senses operates on intelligent and non-intelligent creatures alike.

LEVEL 9

T2409 LEVEL 9

09 NAME:	C	V	P	D	R	MF	EFFECT
.01 CAGE	20	50	1R	*	30	LO	300 FIELD
.02 CONSTRICTOR	25	15	1R	2R	30	LO	15 BLK&EDG
.02 MASS LEVITATE	20	10	1R	10R	-	*M	500 LB.
.03 MIND MELD	70	100	5R	1R	-	LM	*4
.04 REFLECT	50	200	2R	10R	-	1M	
.05 SPREAD	20	40	1R	-	30	10	10 SONIC

2409.01 Cage

Cage is an orb that forms a force field around a defender. The field can sustain 300 points of damage before falling. Cage is identical to bubble, (see section 2407.01 for a description of bubble), except that matter or energy may enter the field, but none may exit. This makes the interior of the Cage totally black; no-one can see into a Cage, nor may the Caged defender see out of the Cage. Thus, weapons may be used against a Caged victim who can't even dodge the oncomming attacks. Cages are half spheres sizing 2 meters in width and 3 meters in height. If a defender destroys a Cage through damage inflicted to it from within, the Cage will fall, however, falling Cages will injure their trapped prey. To determine the number of points of damage that an escaping defender will suffer, divide the Strength of the Cage when it had just been cast by 10. The form of the damage will be the same as that of lightning blast. If the Cage is not destroyed, it will remain perminantly. The Caji who created the Cage can fell it at any time. Sections of the Cage may also be removed at will and reclosed as desired; however, once a Cage is down, it is down perminantly. The defender will suffer no damage if inside of the Cage if it is destroyed by the Caji. Additional value points can be used to make the Cage stronger than 300 points. A 900 point Cage would require 150 value points, (50 * 3 for a 900 point Cage = 150 value points).

2409.02 Constrictor

The pale red Constrictor orb forms a single ring about the section of the defender that it strikes. This glowing ring of energy will tighten and in so doing will inflict 15 points of bulk damage and edge damage. The paralyzing pain of the Constrictor is guaranteed to distract the defender from any serious combat. Multiple usages of Constrictor will yield increased damage, but the duration of this mutation will always be 2 rounds. Armor will stop only⅓ of listed damage when defending against Constrictor, unless it is of full body construction, such as a metal suit.

2409.03 Mass Levitate

This power is the same as the Levitate, (see section 2405.06), except that others creatures and objects may be levitated as well. The Caji may lift up to 500 lb. of worth of creatures and objects, (remember that 1 hit points is 10 lb. for intelligent creatures and that 1 hit point is 1 lb. on non-intelligent creatures), per usage. Be sure to include all items carried when calculating the mass of a creature being levitated. Treat levitation as a mental attack if it is occuring against someone who does not wish to be levitated. Thus, it would require 6 usages to levitate a creature of Effective Level 5. Additional usages of levitate mass can be used to increase the span of the levitation, or it may be used to increase the mass maximum. So if it was neccessary to lift 1500 lb. of creatures and materials for 30 rounds, it would require 90 value points, (10 * 3 for 1500 lb. = 30, 30 * 3 for 30 rounds instead of 10 rounds = 90 value points).

2409.04 Mind Meld

This mutation allows several creatures alligned with the Caji to concentrate a power that they all have, and project it through the Caji with Mind Meld at great amplification. Power orb, cast energy and lightning strike are but a few of the powers that can be aplified. What ever the mutation, add the usages of the partisipants together and multiply this result by four. The chances of hitting a taget with a Mind Melded orb or bolt are -5 of normal. Obviously many mutations do not benefit by the use of Mind Meld; spider grip, and other physical mutations are incapable from receiving benefit from Mind Meld.

2409.05 Reflect

Reflect is a very powerful mutation that Reflects all orbs, bolts and energy shots from weapons that hit the Caji back to their sources at speeds averaging 400 meters per round. The Caji will not suffer any of the incident damage while Reflection is taking place. Upon being Reflected back to its source, the energy will inflict its normal damage. Defender's will see this and attempt to evade.

2409.06 Spread

The use of this mutation launches an orb that Spreads out horizontally as it travels. The orb carries with it a sonic wave of destruction. Spread will continue traveling until it strikes an object or creature. Upon hitting something, the entire Spread orb will converge on its target point, where all of the damage of Spread will take effect. After the 30 meter mark is reached, the orb disperses into uselessness.

LEVEL 10

T2410 LEVEL 10

10 NAME:	C	V	P	D	R	MF	EFFECT
.01 CRATER	20	50	2R	-	50	10	50,30,10
.02 POWER BOLT	30	30	1R	-	30	LB	5 BULK
.03 WARP	30	150	2R	1M	-	LM	

2410.01 Crater

This red and brown swirling orb travels a distance pre-determined by the Caji before unveiling a tremendous explosion of sonic damage. The damage done by the blast decreases at greater ranges from its center. The damage suffered by all objects and creatures within 2 meters of the orbs detonation is 50 points of sonic damage. Ranges between 2 and 6 meters suffer 30 points. Targets between 6 and 10 meters suffer 10 points damage. Past 10 meters, the Crater orb has no effect. Note that it is possible for Caji to injure or kill himself if the orb is not detonated far enough away.

2410.02 Power Bolt

This white bolt seldom misses its target at -8 to hit. If the Caji can see a target, it can be hit. Although the damage of Power Bolt seems quite small compared to power orb, because it never misses it may always be aimed at a defender's head if wished, thus tripling its damage after subtracting for armor. Although Power Bolt cannot miss, characters using this mutation must still have an 8 or higher for their advantage rolls.

2410.03 Warp

Warp is a power that dents space around its user such that all attacks except for metal ones bend around the Caji. The duration of this mutation is 1 minute and can be increased by the expenditure of additional value points.

LEVEL 11

T2411 LEVEL 11

10 NAME:	C	V	P	D	R	MF	EFFECT
.02 MASS SHIELD	70	200	2R	5H	3	LO	3000 FIELD

2411.01 Mass Shield

Mass shield is identical to bubble except that the strength of the shield is 3000 points and it covers an area of 4x4x4 meters. Anything withing this boundary will be covered by the shield. This shield is not mobile; its advantage lies in the fact that the Caji who created it can knock out 6x6 inch portions of the field in order to provide holes to shoot out of. The entire shield can be destroyed at will by the Caji, or if left undisturbed, it will fall after 5 hours. Additional usages can be used to either increase the lifespan or strength of the shield. A shield of 12000 points that would last for 15 hours would require 2400 value points, (200 * 4 for a shield of 12000 points = 800, 800 * 3 for a shield of lifespan 15 hours = 2400 value points).

LEVEL 12

T2412 LEVEL 12

10 NAME:	C	V	P	D	R	MF	EFFECT
.01 PENET BOLT:MAJOR	50	50	1R	-	50	1B	10 CEP
.02 POWER VINE	100	-	5R	-	-	1M	10000 VAL

2412.01 Penetration Bolt: Major

This more powerful version of penetration bolt minor, (see section 2408.03), inflicts 10 points of cep damage that penetrates any armor.

2412.02 Power-Vine

Power-vine is the ability of a Caji to grab energy from the planet itself. During the preparation and usage duration of 5 rounds, the Caji raises his upwards. Large ripples of blue lightning will flow from all directions towards the Caji during this mutation's usage. At the end of 5 rounds, the Caji will have 10000 value points that will remain with him for up to 24 hours if not used. This mutation is very draining and reduces the following of the Caji's characteristics by 10 points: Constitution, Hit Points, Dexterity, Strength, Speed, Aim and Stamina. These losses will be healed as regular damage points each day. Regardless of circumstances, the Caji may never use Power-vine more than once a week. The characteristic points lost by the use of Power-vine may not be regained in any way other than natural healing. Thus, crystals, healer and limilates are useless to the Power-vined Caji. If constitution falls below 0 points, the Caji is dead.

LEVEL 13

T2413 LEVEL 13

10 NAME:	C	V	P	D	R	MF	EFFECT
.01 PULSE	30	20	1R	-	50	10	2+8 UBULK
.02 SHIELD IMPLOSION	90	?	1R	?	10	LO	

2413.01 Pulse

This blue orb is identical to power orb in the type of damage that it does. However, pulse differs in that two orbs are launched almost simultaneously any time pulse is used. So, 20 value points are spent and 20 points of bulk damage are inflicted. The advantage of this mutation is only apparent when the defender of pulse is using Spectre. The first pulse orb will knock down the Spectre defense, (see section 2407.08 for details on Spectre), and the second one will effect the defender.

2413.02 Shield Implosion

Shield implosion is a red orb that drains all types of shields of their power, converting the energy into heat and pressure that does damage to the field occupants. Before sending a shield implosion orb, the Caji must decide how many points of damage he wants the shield to take each round. This number will be the number of value points needed to create the orb. Once it hits its target, the shield implosion orb gives off a gallary of sparks and crackles. Pulses of high heat and pressure sweep through the shield inflicting (value points/10) points of heat damage to shield occupants. Thus, if a Caji was to use 100 value points against a 300 value point shield, the shield would lose 100 points of strength per round and shield occupants would all suffer 10 points of heat damage per round. These effects would persist until either the shield falls or is destroyed by the original shield-creating Caji.

LEVEL 16

T2416 LEVEL 16

10 NAME:	C	V	P	D	R	MF	EFFECT
.01 CREATE WARP	50	400	2R	10R	5	*0	

2416.01 Create Warp

With the use of this mutation, Caji can create warps (see section 1.7380 for a description of warps) leading to other locations. The destination of the warp must be within 4000 km of the starting point. The warp closes itself down after 10 rounds thus allowing enemies to enter the warp as well a friends. The Caji has limited abilities in closing the warp; once it is decided to bring the warp down, it will fall in 3 rounds. The warp is standard in appearance and forms out of the Caji's white orb. A Shanthic cle-eshta can be of great aid to Caji with Create Warp. (See cle-eshta description in section 3720).

3000 ITEMS

3000A **BUYING AND SELLING**
3000B **COST**
3000C **ENCUMBERENCE**
3000D **AVAILABILITY**
3100 **CURRENCY**
3200 **COMMON ITEMS**
3300 **WEAPONS**
3400 **EARTH ITEMS**
3500 **ARMOR**
3600 **TRANSPORT**
3700 **SHANTHIC ITEMS**
3800 **MISCELLANEOUS**

The following sections provide descriptions of all items that the players are likely to come across as they trek through both the cities and wilderness of JORUNE. When players want to use an item in their possession, they tell the referee twhat they want to do, and how they want to do it. If any special conditions exist, the referee will take them into account in describing the result of the player's action. Especially complex items require some understanding if they are to be used properly. Read item descriptions carefully; tricky they can be used properly.

SAMPLE

For example, if Darren wanted his character, Vendrith Cacs, to tie up a prisoner, he might tell the referee, "I'm tying up the prisoner." A more precise way of saying this is, "I'm tying the prisoner up to a tree, using all of my rope, and binding his hands and feet; I'll have Hathdis the Guard look after him." Referees assume the wort if given incomplete information. While the prisoner in the second example is being watched and is tied securely to a tree, the prisoner in the first example has probably managed to crawl off somewhere. The referee might roll a D20, deciding that on a roll of 12 or higher that the prisoner escapes. Clever players will account for details and leave less room for the unexpected.

3000A BUYING AND SELLING

When beginning characters use this section in conjunction with section 1.5900 to purchase their initial items and weapons, the referee should role-play the character of Vist Arnis, a Trarch trader in Ardoth (see the description of Trarch in section 3.1100.24), who owns an "inclep" (a trader's store) . Vist is a streetwise haggler who will take advantage of unsuspecting creatures. Although the referee should not attempt to rip-off the players, forcing them to bicker and argue a bit over prices, will help them assume their character's. Vist Arnis is a large Trarch, on the heavy side. He is a jovial sort whose jokes and riddles come in the heart of his bargaining (some say his humor breaks his customer's chain of thought). Although totally unarmed, his twenty to thirty Trarch guards keep a close eye on all who enter the "Adventurer's Palace of Vist Arnis."

Vist Arnis need only be used for first time players. Referees should create traders and bargainers of their own in various towns. Note, however that prices differ from place to place, from seller to seller. To determine the actual price of an object, roll a 2D6. For average rolls, use the price listed for the item on the tables or in the item's description. High rolls inflate the price, low rolls decrease the price. Similarly, when players wish to sell something of theirs, the 2D6 roll will determine what sort of offers they get.

3000B COST

The number in the cost column of the following tables is the cost of the item in Gemules (GU), Gemlocks (GO), Gemlinks (GL), Gems (GM), Gemclusters (GC) and Gemstars (GS). These units of currency are described in detail in section 3100.

3000C ENCUMBERANCE

The number in the encumberance column of each item is the weight of the item in pounds. If a capital S follows a value, that encumberance is in tenths of pounds. Thus, 5S refers to an object that weighs one half of a pound. See section 1.5850 for details on how encumberance affects a creature.

3000D AVAILABILITY

The availability of each item is listed under the AVAL column. Availabilities range from A+ to F-. The further down the alphabet the availability is, the lower the chance of finding the item. To determine the available quantity of an item sought by players, index the appropriate roll on the table below. For example, the availability for SPIKES AND HAMMER is B+ on table BT3000.00. A 3D6 is rolled as indicated by the B category below. There would be D6 of this item available for sale at an "inclep" (or trader's store) on a roll of 13. The referee would determine the cost by rolling a 2D6 to modify the listed price of 5Go (5 Gemlocks = 50 Gemules).

For all availabilities other than A+, A and A-, add one to the roll if the search is in a city, 2 in a citadel. Players perform a "Total Check" when they search every inclep, ask every trader and read every "Dotho" (news board) in search of an object. The table below indicates the time required for such a check. When making a Total Check, roll only once for the entire search, adding to the die roll as listed at the bottom of table T3000D.

T3000D AVAILABILITY OF ITEMS

		1	D2	D6	D20	D40	D100
2D6	A+	3	4	5-8	9-10	11	12
	A	3	4-5	6-8	9-10	11	12
	A-	3-4	5-6	7-8	9-10	11	12
3D6	B+	7-9	10	11-13	14-16	17	18
	B	10-12	13	14-15	16	17	18
	B-	12	13-14	15	16	17	18
3D6	C+	12-15	16	17	18	-	-
	C	14-15	16	17	18	-	-
	C-	15	16	17	18	-	-
4D6	D+	17-18	19-20	21-24	-	-	-
	D	18-20	21	22-24	-	-	-
	D-	19-21	22	23-24	-	-	-
4D6	F+	21-22	23-24	-	-	-	-
	F	22-23	24	-	-	-	-
	F-	23	24	-	-	-	-

IF THE AVAILABILITY IS NOT AN A+, A OR A-, ADD:
1 FOR A CITY CHECK, 2 FOR A CITADEL IN A CITY

TOTAL CHECK IN TOWN:	+1 TO ROLL	(2 DAY REQUIRED)
TOTAL CHECK IN CITY:	+2 TO ROLL	(4 DAYS REQUIRED)
TOTAL CHECK IN CAPITAL:	+3 TO ROLL	(2 WEEKS REQUIRED)

This is an alphabetical list of all items; the order in which groups are presented is the same as the order of their description.

T3100 CURRENCY

10 UNITS OF CURRENCY WEIGH 1S (ONE TENTH OF A POUND)

SECTION	NAME		VALUE OF EACH IN TERMS OF: GU	GL
3200.01	GEMULE	"GU"	1	ONE ONEHUNDREDTH
.02	GEMLOCK	"GO"	10	ONE TENTH
.03	GEMLINK	"GL"	100	1
.04	GEM	"GM"	1,000	10
.05	GEMCLUSTER	"GC"	10,000	100
.06	GEM STAR	"GS"	100,000	1,000

T3200 COMMON ITEMS

SECTION	NAME	COST	ENC	AVAL
3200.01	BACKPACK	2GU	5	A
.02	BAG	1GO	2	A+
.03	CANDLE	1GU	3S	A+
.04	CLOAK	15GU	8	A-
.05	FLINT & STEEL	1GO	4S	A-
.06	GARB	3GO	3	A+
.07	KESHT GARB	7GO	5	A-
.08	LOCK & KEY	5GO	1	C+
.09	METAL CHEST	2GL	40	B
.10	POUCH	1GU	3S	A+
.11	RAGS (CLOTHING)	5GU	2	A
.12	ROPE 10 METERS	2GO	4	A-
.13	SANDALS	1GU	5S	B
.14	SPIKES AND HAMMER	5GO	10	B+
.15	THOMBO CART	8GL	140	C
.16	THOMBO SACK	8GO	15	C
.17	TORCH	3GU	4	B-
.18	WATER SKIN	1GU	1	A
.19	WOODEN CHEST	2GO	10	B

T3310 PRIMITIVE WEAPONS

SECTION	NAME	COST	ENC	AVAL
3311	HAND-TO-HAND:			
.01	AXE	1GL	6	B+
.02	BATTLE AXE	3GL	14	B
.03	CLUB	2GO	7	A-
.04	HALBERD	3GL	15	B
.05	KNIFE	1GO	1	A+
.06	LIGHT SWORD	2GL	4	C
.07	MACE	7GO	7	B
.08	MORNING STAR	2GL	6	B-
.09	PIKE	1GL	5	B+
.10	STAFF	15GO	5	C
.11	SWORD	1GL	7	A
.12	THIKES	5GO	3	C-
.13	TWO HANDED SWORD	25GO	12	B+
.14	WAR HAMMER	1GL	15	B-
3312	THROWN WEAPONS:			
.01	BOLA	2GO	1	B
.03	SLING	5GU	4S	B-
.04	SPEAR	2GO	3	A
.05	THROWING AXE	4GO	3	B
.06	THROWING KNIFE	15GU	1	B+
.07	THROWING STARS (6 OF)	3GL	3	C+
3313	LAUNCHED WEAPONS:			
.01	BOW	2GL	2	B-
.02	HEAVY CROSS BOW	8GL	12	C
.03	LIGHT CROSS BOW	6GL	7	C+
.04	LONG BOW	3GL	4	C

T3320 ENERGY WEAPONS

SECTION	NAME	COST	ENC	AVAL
3321	PISTOLS		1	
.01	BLADE	3GS	P5	F+
.02	BLASTER	2GS	P4	F+
.03	CAPSULE LAUNCHER-P4	5GC	P1	D+
.04	FIELD RAM	2GS	P2	D-
.05	LASER	15GC	P4	D-
.06	PARALYZER	1GS	P1	D
.07	PULSAR	3GS	P3	F
.08	SONIC DISTRUPTER	5GS	P6	F+
.09	STASER	4GS	P5	F
.10	STUNNER	13GC	P1	D-
3322	RIFLES		4	
.01	BLASTER	40GS	P8	F
.02	CAPSULE LAUNCHER	1GS	P7	D-
.03	FIELD RAM	25GS	P7	F+
.04	LASER	25GS	P8	F+
.05	PULSAR	40GS	P8	F-
.06	SONIC DISTRUPTER	60GS	P8	F
.07	STUNNER	20GS	P7	F+

REPLACING THE AVAILABLILITY OF THESE WEAPONS IS THEIR MEDALLION REQUIREMENT. IT INDICATES THE MINIMUM MEDALLION TO BE USED TO OPERATE THE WEAPON. ALL ENERGY WEAPONS REQUIRE THE FINGERPRINTS OF A HUMAN OR A PUNDIT.

T3330&40 CAPSULES

SECTION	NAME	COST	ENC	AVAL
3330	AMMUNITION			
.01	ARROWS	2GU	3S	A
.02	ATOMIC CELL	5GS	1S	F+
.03	BOLTS	4GU	4S	B+
.04	FUNCTION CELL	2GM	10/1S	B+
.05	POWER CELL	2GC	100/1S	D+
.06	SLAB AMMO	2GM	2S	C-
3340	WEAPON ADDITIONS			
.01	ATOMIC CELL ADAPTER	1GS	2S	D
.02	BOOSTER	2GS	S	F+
.03	SCOPE	1GS	5S	D+
.04	TRACER	5GC	2S	D+

T3410 CAPSULES

ALL CAPSULES ARE IN QUANTITIES OF 5 FOR AVAILABILITIES.
COSTS AND ENCUMBERANCES ARE FOR 1 CAPSULE

SECTION	NAME	COST	ENC	AVAL
3410.01	BARRIER	1GM	2S	C-
.02	BLINDER	1GM	2S	C
.03	COLD	15GL	2S	C
.04	FIRE	1GM	2S	C
.05	FLARE	2GL	2S	B+
.06	FOOD ODORS	1GL	2S	B
.07	KNOCK OUT	3GM	2S	D+
.08	REPELL	1GM	2S	B-
.09	SMOKE	2GL	2S	B+
.10	T.J. (THROW EXPLDS JUNR)	2GM	2S	C-
.11	TANGLER	3GM	2S	D

T3420 MEDALLIONS

SECTION NAME		COST	ENC	AVAL
	COMMON		2S	
3421.01	C1: RESTRICTED	1GM		B
.02	C2: STANDARD	2GM		B+
.03	C3: PRIVILIGED	4GM		C+
	USER		2S	
3422.01	U1: SERVICE	5GM		B
.02	U2: TEC LEVEL A	8GM		B-
"	U3: TEC LEVEL B	1GC		C
"	U4: TEC LEVEL C	12GM		D-
"	U5: TEC LEVEL D	14GM		F
"	U6: TEC LEVEL F	16GM		C-
.03	U7: OPERATOR A	2GC		C-
"	U8: OPERATOR B	4GC		C-
.04	U9: MASTER	1GS		F
.05	U10: ULTIMATE	120GS		F-
3423	POWER		2S	
.01	P1: LOW PATROL	1GC		C
"	P2: MEDIUM PATROL	2GC		C-
"	P3: HIGH PATROL	4GC		D
.02	P4: SQUAD	5GC		D+
.03	P5: LOW ASSAULT	6GC		D-
"	P6: MED ASSAULT	7GC		D-
"	P7: HIGH ASSAULT	2GS		F+
.04	P8: HIGH SECURITY	5GS		F
.05	P9: MASTER SECURITY	20GS		F-
.06	P10: ULTIMATE SECURITY	200GS		F-

T3430&40 EARTH ITEMS

SECTION NAME		COST	ENC	AVAL
3430	CLASS 1			
.01	BREATHER-U2	3GM	3S	C+
.02	CLIMBERS-U2	5GM	1	B-
.03	COMLINK-U1	5GL	4S	B+
.04	ENERGY DETECTOR-U1	8GL	4S	C-
.05	GAS MASK-U2	4GM	1	C
.06	GLIDER-U2	2GC	1	C
.07	GRAVS-U2	3GM	1	C
.08	LOCATOR-C1	1GM	2S	C+
.09	POWER GRAPPLE-U3	2GC	3	D-
.10	POWER STEP-U4	1GC	5	D
.11	POWER TORCH-U2	1GC	2	C
.12	RECEIVER	5GM	3S	C-
.13	SCREAMER-U2	5GM	1S	C+
.14	SIGHT LIGHT-C1	5GL	1	B+
.15	SNAG-U1	1GC	5S	C
.16	SOUND SCOPE-P1	8GM	1	B-
.17	TEC-ROPE (5M SECTION)	5GM	1	C
.18	TRACER-P4	3GL	1S	C+
.19	TRANSLATOR-C2	6GM	1S	D-
.20	UTILITY POLE-U1	5GM	2	D-
.21	VERIFIER-P1	4GM	1S	C
.22	VIEWERS-P1	1GC	4S	D+
3440	CLASS 2			
.01	ALERT POD-P2	1GC	1	F+
.02	BINDERS-P1	3GC	5S	D
.03	CONTROLLER-P7	1GS	1S	F
.04	CRYSTAL CONSTRUCTOR-U5	6GC	3	D-
.05	DEFLECTION BANDS-P4	4GC	4S	D+
.06	FORCE WALL-U7	1GS	10	D
.07	FUNCTION CELL REJUV-U1	2GS	1	D
.08	LIFE SCOPE-U3	5GC	1	D
.09	POWE CELL REJUVINATOR-U1	2GS	1	D
.10	POWER SHIELD-U7	6GC	4	D-
.11	POWER STRIPPER-U8	2GS	1	F
.12	THROW EXPLODES-P7	5GC	2	D
.13	TRANSMITTER-P7	2GC	1	F
.14	TRAVEL BAND-U7	1GS	3	D

T35000 ARMOR

	HID	FUR	BON	CRP	MAL	MTL	GRN	BED	ERP	THL
SUIT	5GO	1GL	5GL	6GC	4GL	4GC	8GC	1GS	2GS	9GS

SECTION	NAME	SUIT ENC:	AVAL	SECTION	NAME:	% OF SUIT:
3510.01	HIDE	15	A	3520.01	SUIT	100%
.02	FUR	20	A	.02	L HELMT	3%
.03	BONE	25	B	.03	H HELMT	5%
.04	CARP	40	B-	.04	NECK	2%
.05	MAIL	10	B+	.05	ARM GRDS	5%
.06	METAL	40	C-	.06	GNTLT	3%
.07	GRUNDER	25	D-	.07	SKIRT	30%
.08	BED	10	D-	.08	GRIEVE	5%
.09	ERP	5	F+	.09	BOOT	5%
.10	THAIL	15	F	.10	CHEST	60%
3520.11	LIGHT SHIELD	5 GL	+15%	SUIT PRICE FOR ARMOR		
.12	HEAVY SHIELD	10 GL	+25%	COVERING OF SHIELD		

% OF SUIT IS USED TO DETERMINE THE COST OR WEIGHT OF ARMOR COMPONENTS BASED UPON THE COST AND WEIGHT OF A SUIT. THUS, WHILE A FUR SUIT COSTS 1 GL AND WEIGHS 20 POUNDS, A FUR CHEST PLATE WOULD COST AND WEIGH ONLY 60% OF THIS OR 60 GU AND 12 POUNDS. SHIELDS CAN BE BOUGHT WITHOUT ANY SPECIAL ARMORING, THEY WILL BE ASSUMED TO BE WOOD.

T3600 TRANSPORTATION

SECTION	NAME	COST	ENC	AVAL
3610	MOUNTED			
.01	BOCHIGON: 1 TO 150 HPTS	1GC	2200	D+
.02	TALMARON: 1 TO 29 HPTS	3GC	250	D
.03	THOMBO: 1 TO 28 HPTS	5GL	350	B+
	1 TO 59 HPTS	10GL	400	B
	FINE THOMBO +5M/ROUND	10GL		C-
3620	EARTH-TEC			
.01	GRAVER-U7	1GS	20	F+
.02	TRAVEL POD-U1	1GS	10	F
3630	SHIPS			
.01	CARGO SHIPS	4GS		F-
.03	DINGY	4GL	200	C+
.04	FIGHTING SHIP	25GS		F-
.05	PUNDIT SHIP	3GS		D+
.06	RAFT	5GO	200	C-
.07	SALU CHAUSIS	20GS		D
.08	SEEDRU SHIP	1GC		D+

T3700 SHANTHIC ITEMS

SECTION	NAME	COST	ENC	AVAL
3710.00	SHANTHIC BLADES		1/2	
	x1 DAM,-2 HIT,+2 CRIT	2GM		C-
	x1+2 DAM,-2 HIT,+2 CRIT	4GM		D+
	x1+4 DAM,-2 HIT,+2 CRIT	6GM		D+
	x2 DAM,-2 HIT,+2 CRIT	1GC		D
	x2+2 DAM,-2 HIT,+2 CRIT	2GC		D
	x2+4 DAM,-2 HIT,+3 CRIT	3GC		D-
	x3 DAM,-2 HIT,+3 CRIT	5GC		F+
	x3+2 DAM,-2 HIT,+3 CRIT	6GC		F
	x3+4 DAM,-2 HIT,+4 CRIT	8GC		F-
3720.00	CLE-ESHTA	NEVER FOR SALE		
3730.00	KEEPER ROD	>5GM	3	<D+

THE 1/2 IN THE ENCUMBERANCE COLUMN FOR SHANTHIC BLADES INDICATES THAT ALL SHANTHIC BLADES AND HENCE WEAPONS WEIGH ONE HALF OF NORMAL WEAPONS. SHANTHAS CREATE ONLY SWORDS AND AXES OF THEIR SPECIAL DESIGN.

T3800 MISCALANEOUS

SECTION	NAME	COST	ENC	AVAL
3810.00	BARBARIAN LONG BOWS		15	
	x1 DAMAGE, -1 TO HIT	5GM		D
	x1+2 DAMAGE, -1 TO HIT	8GM		D-
	x1+4 DAMAGE, -1 TO HIT	1GC		D-
	x2 DAMAGE, -1 TO HIT	2GC		F+
	x2+2 DAMAGE, -2 TO HIT	3GC		F+
	x2+4 DAMAGE, -2 TO HIT	4GC		F+
	x3 DAMAGE, -2 TO HIT	7GC		F
	x3+2 DAMAGE, -2 TO HIT	8GC		F
	x3+4 DAMAGE, -3 TO HIT	1GS		F-
3820.00	BOC-RODS	3GS	4	F+
3830	CRYSTALS		1S	
.01	BLACK: WALL	2GC		D+
.02	BLUE: DEFLECTOR	2GC		C-
.03	CLEAR: SUPER REGENERTION	25GM		C-
.04	GOLD FLAKE: VALUE POINTS	35GM		D-
.05	GREEN: LIMB REGENERATION	5GC		D+
.06	ORGANGE: + TO CHARS	3GC		D+
.07	RED: DAMAGE	1GC		C
.08	SILVER: SHANTHIC	2GC		F+
.09	WHITE: WARP	9GC		F+
.10	YELLOW: MUTATION	1-6GC		D

T3840 ORGANIC MATERIAL

SECTION	NAME	COST	ENC	AVAL
3841	LIMILATES		4S	
.01	CRUMBLE: ACID LEVEL 25	6GM		C-
.02	DALLIN: +10 HPTS HEAL	3GM		C-
.03	DAWSOO: -10 TO DEXTERITY	5GM		D
.04	DRUC: -10 TO STRENGTH	55GL		D
.05	GLOW MOSS:GLOWS	15GL		C
.06	MATHIN: DEX AND AIM DOWN	-:-		--
.07	TAUTHAU: K.O. TRARCH	12GL		C-
.06	QUETH: +15 TO STAMINA	2GM		C
.07	VERTH: +10 HPTS TEMP	1GM		B+
3842	POISONS		4S	
.01	AMATHAC: INSANITY	2GC		F+
.02	KEPORRIC: SLEEP	3GM		C-
.03	KOSS: DESTROYS WILL	5GC		D-
.04	QUILL: KILLS QUICKLY	1GS		F-
.05	TALNISPON: WEAPONS 1-20	2GC		D
.06	VIRN: HARNESS	5GM		C-
3843	DRINKS		4S	
.01	CUTHT: BRONTH FAVORITE	3GU		B
.02	RUSPER: RARE HIGH SOCIETY	2GL		D+
.03	SCOLIAN RUSPER: BAD RUSPER	1GO		B+
.04	TAE-AH: CRUGAR BLEND	1GU		B
.05	THESPERI: RAMIANS ONLY	5GU		C+

T3850 CULTURAL OBJECTS

SECTION	NAME	COST	ENC	AVAL
3850				
.01	BLOSH: WOFFEN DON'T LIKE	1GL	4S	F+
.02	COLEEL: SALU WEALTH	5GM	1	C-
.03	SIV ESTON: TOGAR EMBLEM	-:-	1	-:-

CURRENCY

The following is a list of the commonly accepted currency in Burdoth and other realms. It's difficult to assign 20th century values to this currency. All of the following currency are found naturally on or beneath the planet's surface. The RARE high currency pieces may easily be exchanged for AS NEEDED units such as Gemules and Gemlinks.

3100.01 GEMULE (GU)

COST: 1 GU ENC: 10 GS/1S AVAIL: AS NEEDED

A Gemule, abbreviated GU, is the lowest unit of JORUNE currency. Gemules are milky white spherical crystals about one centimeter in diameter. The Gemule has a value of about an Earth dime.

3100.02 GEMLOCK (GL)

COST: 10 GU ENC: 10 GS/1S AVAIL: AS NEEDED

A Gemlock, abbreviated GO, is a clear spherical crystal about one centimeter in diameter. Gemlocks are comperable in value to the Earth dollar.

3100.03 GEMLINK (GL)

COST: 100 GU ENC: 10 GS/1S AVAIL: AS NEEDED

A Gemlink, abbreviated GL, is the standard unit of exchange on JORUNE. Prices are often stated in Gemlinks (about a $10 bill). Gemlinks are spherical crystals, clear except for colored streaks which run through them. They have a one centimenter diameter.

3100.04 GEM (GM)

COST: 1000 GU ENC: 10 GS/1S AVAIL: AS NEEDED

A Gem, abbreviated GM, is worth approximately one hundred American dollars. Gems are spherical crystals of one centimeter diameter. They are clear except for a bright colored spot in their centers.

3100.05 GEMCLUSTER (GC)

COST: 10000 GU ENC: 10 GS/1S AVAIL: RARE

A Gemcluster, abbreviated GC, has a value of approximately 1000 American dollars. They are spherical crystals with clusters of color arranged symmetrically throughout their interior. Gemclusters are one centimeter in diameter.

3100.06 GEMSTAR (GS)

COST: 100000 GU ENC: 10 GS/1S AVAIL: RARE

A Gemstar, abbreviated GS, is the highest of the JORUNE currencies. Gemstars are equivilent to about 10000 American Dollars. Beautifully engineered by nature, these spherical crystals are decorated by a multi-colored star-burst at their centers.

3100 BASIC ITEMS

The following items are inexpensive and handy.

3200.01 BACKPACK

COST: 2 GU ENC: 5 AVAIL: A

A backpack can hold up to one third of a creature's weight. Be sure to multiply the cost of backpacks by the buyer's Armor Cost Multiplier.

3200.02 BAG

COST: 1 GU ENC: 2 AVAIL: A+

Bags vary in size, but on the average they can carry about 200 pounds of goods; like a duffel-bag.

3200.03 CANDLE

COST: 1 GU ENC: 3S AVAIL: A+

A candle will provide one hour of dim light. Players must have flint and steel to light a candle.

3200.04 CLOAK

COST: 15 GU ENC: 8 AVAIL: A-

A variety of pockets and hidden compartments are located on the inside of a cloak. Multiply the cost of the cloak by its wearer's Armor Cost Multiplier.

3200.04 GARB

COST: 1GO ENC: 3 AVAIL: A+

A garb is just a loose piece of cloth clothing commonly worn by creatures in an area. If a character wants to blend in with locals, purchases of common garb are often wise. Players startthe game wearing a simple garb.

3200.06 FLINT & STEEL

COST: 1 GO ENC: 4S AVAIL: A-

Flint and steel are neccessary to start a fire unless the character has some other special skill or ability. The flint is struck by steel, producing sparks.

3200.07 KESHT GARB

COST: 7 GL ENC: 5 AVAIL: A-

A Kesht garb may be purchased by anyone, but it's rare for non-citizens to wear such clothing. The garb is a made of thin cloth which is warm and durable. The color of the garb indicates the region of construction. The Ardoth territory (where players start) uses a pale red fabric dye. Multiply the cost of a Kesht garb by the creature's Armor Cost Multiplier.

3200.08 LOCK & KEY

COST: 5 GO ENC: 1 AVAIL: C+

The lock described here is a simple pad-lock. It can be easily picked by anyone with the appropriate skill. The lock itself can withstand 40 points of damage before breaking. Treat the armor class of the lock as metal.

3200.09 METAL CHEST

COST: 2 GL ENC: 40 AVAIL: B

The average metal chest is about 3x2x2 feet in size. It can hold any object that the players might encounter. Chests can be secured with locks. A metal chest can withstand 100 points of damage before breaking open. Treat the armor class of the chest as metal.

3200.10 POUCH

COST: 1GU ENC: 3S AVAIL: A+

A pouch holds little trinkets and currency. About 5 fists worth of material can be held in a pouch. Pouches are usually made of leather.

3200.11 RAGS

COST: 5 GU ENC: 2 AVAIL: A

Rags are a very simple form of clothing worn by the vast majority of all intelligent city creatures. This form of clothing is not neccessarily ripped or shredded, just not designed with fashion in mind.

3200.12 ROPE (10 METER)

COST: 2GO ENC: 4 AVAIL: A-

A single purchase of rope is 10 meters long and can support 400 pounds worth of load. Greater support will break the rope over a short period of time.

3200.13 SANDALS

COST: 1 GU ENC: 5S AVAIL: B

Sandals are an inexpensive form of foot protection.

3200.14 SPIKES & HAMMER

COST: 5 GO ENC: 10 AVAIL: B+

With spikes and hammer, players can set traps, wedge doors shut and climb mountains. Creative players will always find these tools useful.

3200.15 THOMBO CART

COST: 8 GL ENC: 140 AVAIL: C

With a thombo cart, up to 800 pounds of materials may be dragged along. Thombo travel will be slowed to one third of normal speed with the use of such a device.

3200.16 THOMBO SACK

COST: 8 GO ENC: 15 AVAIL: C

A thombo sack can carry up to 300 pounds of materials. Many thombos are incapable of supporting such a load however. The referee must decide the maximum thombo loads allowable.

3200.17 TORCH

COST: 3 GU ENC: 4 AVAIL: B-

Torches provide illumination for 1 hour. Torches can be altered to give off a dimmer flame for up to 3 hours. Lighting a torch requires the use of flint and steel.

3200.18 WATER SKIN

COST: 1 GU ENC: 1 AVAIL: A

Water skins are made from the water-tight organs of common creatures. About 2 gallons of any non-acidic liquid can be stored safely in a water skin.

3200.19 WOODEN CHEST

COST: 2 GO ENC: 10 AVAIL: B

A wooden chest can hold 500 pounds of material and measures 3x2x2 feet. Wooden chests can accept locks. They can sustain 40 points of damage before breaking open.

3311 H-T-H PRIMITIVE WEAPONS

All of the following are hand-to-hand combat weapons.

3311.01 AXE

COST: 1 GL ENC: 6 AVAIL: B+

The Caji version of an axe is almost a meter long. At its extension is a heavy metal wedge, cut to a fine edge.

3311.02 BATTLE AXE

COST: 3 GL ENC: 14 AVAIL: B

A battle axe requires two hands to swing and has a double edged axe blade.

3311.03 CLUB

COST: 2 GO ENC: 7 AVAIL: A-

Clubs are simply thick sticks about 1 meter long. They inflict heavy bulk damage but are slow and imprecise.

3311.04 HALBERD

COST: 3 GL ENC: 15 AVAIL: B

A halberd is a pole weapon 3 meters in length. It carries an axe head at its end along with a spear tip. Thus, the halberd can be used to swing with as well as jab and lunge.

3311.05 KNIFE

COST: 1 GO ENC: 1 AVAIL: A+

Knives are the simplest of the hand-to-hand weapons. They are a little shorter than 1 foot long (one third of a meter) and can be thrown, although special throwing knives are crafted for this purpose.

3311.06 LIGHT SWORD

COST: 2 GL ENC: 4 AVAIL: C

A light sword weighs much less than the common sword and is thus easier to swing. The damage it does is proportionately lessened. The light sword is the preferred weapon of those who are trained in the art of ancient battle (see section 3.4110).

3311.07 MACE

COST: 7 GO ENC: 7 AVAIL: B

Maces are made of wooden sticks about a half meter long. Metal spikes attached to the heavy metal end allow the mace to inflict both point and bulk damages.

3311.08 MORNING STAR

COST: 2 GL ENC: 6 AVAIL: B-

A morning star is a swift, powerful weapon composed of a 1 foot stick connected to a 2 foot chain which holds a 6 inch diameter ball with spikes. The damage they inflict is both bulk and point and although they are poor blocking weapons, they are also hard to block.

3311.09 PIKE

COST: 1 GL ENC: 5 AVAIL: B+

Pikes are 3 meter long pole weapons with sharp points at their ends. Although unusable as swung weapons, they are capable of inflicting sustantial point damage.

3311.10 STAFF

COST: 15 GO ENC: 5 AVAIL: C

A staff is a one meter long wooden stick carefully carved for balance. The wood used in staves is selected for its great strength and flexibility. Staves are excellent blocking weapons and can be swung twice per round be characters with ancient battle skills (see section 3.4110).

3311.11 SWORD

COST: 1 GL ENC: 7 AVAIL: A

The sword is the basic hand-to-hand combat weapon. All other weapons are compared as a reference of damage and ease of use. Swords are the most versatile of the hand weapons available. Because swords are one handed, another weapon or shield may also be carried.

3311.12 THIKES

COST: 5 GO ENC: 3 AVAIL: C-

Thikes are an ugly form of hand-to-hand weaponry. Fitting over the hands and projecting hard metal spikes, they do the same damage as swords. Thikes are used in a swift punching motion, like jabs. Blood-thirsty characters who are looking for a lot of messy hand-to-hand combat choose thikes as their primary weapon.

3311.13 TWO HANDED SWORD

COST: 25 GO ENC: 12 AVAIL: B+

Two handed swords are the favorite weapon of many barbarians and larger creatures. Although the use of both hands does preclude the possibility of carrying a shield, the extra damage done by this weapon over a one handed sword is significant. Althought the two handed sword is heavier, it is almost as graceful; the use of both hands to guide the sword almost makes up for its extra weight.

3311.14 WAR HAMMER

COST: 1 GL ENC: 15 AVAIL: B-

War hammers are two foot long pieces of wood with large, heavy wood and metal blocks at their ends. These weapons inflict more bulk damage than any other primative weapon.

3311 THROWN WEAPONS

3312.01 BOLA

COST: 2 GO ENC: 1 AVAIL: B

A bola consists of a one foot rope attached to three one foot ropes with hard metal balls at their ends. The bola is thrown, entangling the legs or arms of a defender. Although not a particularly dangerous weapons, a bola strike to the head or neck can be fatal. (see Ramian in the INTELLIGENT CREATURES section, 1100).

3312.02 SLING

COST: 5 GU ENC: 4S AVAIL: B-

A sling is a string with a small leather pocket attached to it. Slings require ammunition; any small objects, including capsules and rocks, will do.

3312.03 SPEAR

COST: 2 GO ENC: 3 AVAIL: A

Spears are 2 meter long wooden poles with hard metal points at their front end. Spears can be used as hand-to-hand weapons if desired, but they are best used to jab or lunge.

3312.04 THROWING-AXE

COST: 4 GO ENC: 3 AVAIL: B

A throwing-axe is the same as a common hatchet. The handle of the hand-axe is about 9 inches long and ends with an axe head.

3312.06 THROWNING KNIFE

COST: 15 GU ENC: 1 AVAIL: B+

A throwing knife is identical to its non throwing cousin except that it is balanced for throwing.

3312.07 THROWING STARS (6 OF)

COST: 3 GL ENC: 3 AVAIL: C+

Throwing stars are small pointy edged disks which are thrown from the palm. In skilled hands, throwing stars are as lethal as arrows.

3313 LAUNCHED WEAPONS

The following are range weapons which launch projectiles.

3313.01 BOW

COST: 2 GL ENC: 2 AVAIL: B-

The bow is the staple of many fighters and mercenaries. Bows provide an excellent method of protection at range. Simple bows have tremendous range; they are capable of launching an arrow well over 200 meters. However, targeted shots may not be made for distances exceeding 120 meters except in the case of the most talented targeteers.

3313.02 HEAVY CROSS BOW

COST: 8 GL ENC: 12 AVAIL: C

Although slow, heavy cross bows are accurate and deadly. They require several seconds to reload; a foot must be place into the holding socket while the hand cranks prepare the bow string for the next bolt.

3313.03 LIGHT CROSS BOW

COST: 8 GL ENC: 12 AVAIL: C

Similar to the heavy cross bow, this variation is loaded by pulling the bow string maually to its taught position by keeping one foot in a holding socket.

3313.04 LONG BOW

COST: 3 GL ENC: 4 AVAIL: C

The long bow is a highly accurate, powerful weapon. In the hands of an expert, a long bow can pierce metal. Long bows can fire arrow after arrow quickly and quietly.

3320 ENERGY WEAPONS

When energy weapons were fabricated on Earth in the pre-colony days, each was equipped with a fingerprint scanner and transmitter. With each weapon tied to a main computer, fingerprints of users could be instantly analyzed, preventing criminals and lay-people people from having access to such powerful technology. The same strategy was employed by the Logus Colonies. After the Shanthic assault, all computer print-verifiers were immediately irrevocably lost. Save for a finger print verification, weapon use is unchecked. On **JORUNE**, only fingerprints of living Humans and Pundit can pass this print scan and activate energy weapons. Many non-weapon Earth devices operate on the same identification principle.

In addition to the fingerprint condition explained above, many of the Earth items on **JORUNE** *also require the use of a medallion* to activate them (see section 3321). Each of the following energy weapons require this device. The type of medallion needed is listed next in the SPEC (special) listing for each weapon. Medallion requirements for Earth items are listed on the summary tables in the items section.

Replacing the energy cells on energy weapons takes two rounds after a fresh cell is in the hand of the user.

3321 PISTOL ENERGY WEAPONS

3321.01 BLADE

COST: 3 GS ENC: 1 AVAIL: F+ SPEC: P5

The blade is a large assault weapon. Its field of fire is adjustable to 30, 60 or 90 degrees. Whatever the blade is set for, it will fire a laser beam over the entire angle of its setting. Although the damage of the blade decreases with angle, it is still possible to hold off many small creatures attacking from many directions with this weapon. The firing of the blade is in a straight line over its angle setting, pitched at the angle desired by the user. Thus, on a hillside, the weapon would be held at an angle to attack creatures traveling at a slope. All creatures and objects in the path of the blade will suffer its full damage. The blade automatically remains parallel to the hand of its user if so desired (there is a switch for parallel/non-parallel operation). In the first mode, the weapon is -16 to hit (this assumes that the weapon is placed at the altitude of the defender). In the second mode, the blade is -8 to hit. The second mode would be used to hit the head of a creature taller than the user of the blade weapon, where it is not possible to place the weapon at the same height as that of the target.

3321.02 BLASTER

COST: 2 GS ENC: 1 AVAIL: F+ SPEC: P4

The blaster is the most often used of the energy weapons. Although it requires slab ammo every 100 shots, it is very energy efficient and highly accurate. Blasters turn a tiny piece of their metal slab ammunition to plasma and project it through a mass driver at ultra-high velocities. The pistol version of this weapon is purposely limited to only a tiny fraction of its capabilities. The rifle form of the blaster unleases more of this potential. When it is time for the slab ammo to be replace, the weapon must be allowed to cool for 1 hour before the plasma chamber can be opened.

3321.03 CAPSULE LAUNCHER

COST: 5 GC ENC: 1 AVAIL: D+ SPEC: P1

This simple Earth weapon can hold up to ten capsules at a time. Capsule launchers require only a function cell for operation and can project up to 100 capsules for each cell. The damage they do depends upon the type of capsule used.

3321.04 FIELD RAM

COST: 2 GS ENC: 1 AVAIL: D- SPEC: P2

The field ram is a low power energy weapon. A fist sized force field which inflicts bulk damage to its target. This weapon is perfect for knocking a creature off of a thombo or slamming someone into a wall. Field rams are capable of supporting boosters (described in section 3340.01).

3321.05 LASER

COST: 15 GC ENC: 1 AVAIL: D- SPEC: P4

The laser is a device which operates on the principle of Light Amplification by the Stimulated Emission of Radiation. Lasers create pulses of light so intense that they will vaporize almost any object. Although the beam exists only for a fraction of a second, it leaves a bright white trail of light behind it. Lasers are capable of supporting boosters (described in section 3340.01).

3321.06 PARALYZER

COST: 1 GS ENC: 1 AVAIL: D SPEC: P1

Paralyzers fire a beam which neutralizes all of the voluntary nerve signals leaving the brain. Breathing and heartbeat (involuntary) are unaffected. The duration of the paralysis is equal to the damage points of the weapon minus the defender's Constitution rounds. Paralyzers are capable of supporting boosters (described in section 3340.01).

3321.07 PULSAR

COST: 3 GS ENC: 1 AVAIL: F SPEC: P3

A pulsar is capable of firing up to 10 shots of high energy plasma per round. Other than a power cell, pulsars use any solid which fits into its small, half-spherical fuel compartment (dirt works just fine). The projectile is heated to plasma temperatures and projected out of the weapon at high velocities. Although the damage done by each shot of the pulsar is not great, its versatility more than makes up for this minor defect.

3321.08 SONIC DISTRUPTOR

COST: 5 GS ENC: 1 AVAIL: F+ SPEC: P6

The sonic distruptor is the most powerful of the pistol energy weapons. Its wide beam does devastating damage over a fist sized area. The high density, directional beam of sonic vibrations rips apart molecular structures rapidly, resulting in a shredded defender. Sonic distruptors are capable of supporting boosters (described in section 3340.01).

3321.09 STASER

COST: 4 GS ENC: 7S AVAIL: F SPEC: P5

The staser is a wrist form weapon, not a pistol. Stasers attach to the wrist and hand of their users. The capabilities of this weapon include a normal power laser and stunner. This device was originally constructed for high-danger security missions. Its flexibility and small size make it ideal for Humans on the go.

3321.10 STUNNER

COST: 13 GC ENC: 1 AVAIL: D- SPEC: P1

Stunners fire an energy beam which knocks creatures unconscious. The damage done is againt a creature's Stamina; a zero stamina indicates unconsciousness.

3321 RIFLE ENERGY WEAPONS

The rifle energy weapons are identical in principle to their pistol counterparts except for differences in range, damage, and power requirements.

3322.01 BLASTER

COST: 30 GS ENC: 4 AVAIL: F SPEC: P8

The blaster pistol is a restrained weapon; its full capabilities were stifled for reasons of cost and security. The blaster rifle makes up for these deffiecencies, increasing the power of the blaster rifle to over 10 times that of its pistol equivalent. Its increased range and incredible destructive power require extra slab ammo. Blaster rifles have chambers to hold a maximum of 10 metal slabs. Each slab ammo is good for 20 shots of the blaster rifle.

3322.02 CAPSULE LAUNCHER

COST: 1 GS ENC: 4 AVAIL: D- SPEC: P7

Capsule launcher rifles can hold 100 capsules, firing them at a rate of 20 per round (10 a second). There is a mild recoil felt when firing this device.

3322.03 FIELD RAM

COST: 25 GS ENC: 4 AVAIL: F+ SPEC: P7

The field ram rifle is hardly the low power toy of its pistol relative. No armor can protect against the brute force this weapons projection. This weapon can be increased in strength by means of a booster (see section 3340.01).

3322.04 LASER

COST: 25 GS ENC: 4 AVAIL: F+ SPEC: P8

Laser rifles are capable of supporting a booster (see section 3340.01).

3322.05 PULSAR

COST: 40 GS ENC: 4 AVAIL: F- SPEC: P8

The pulsar rifle is a true upgrade from the pistol form. This rifle can fire 30 shots per round using very little energy. This weapon can be increased in power by the use of a booster (see section 3340.01).

3322.06 SONIC DISTRUPTER

COST: 60 GS ENC: 4 AVAIL: F SPEC: P8

Although more powerful, the sonic distrupter rifle gains little in its expanded, booster form.

3322.07 STUNNER

COST: 20 GS ENC: 4 AVAIL: F+ SPEC: P7

Stunner rifles can benefit from the use of a booster (see section 3340.01).

3330 AMMUNITION

3330.01 ARROWS

COST: 2 GU ENC: 3S AVAIL: A

Arrows are launched from bows and long bows. They consist of a less than one meter pole (usually made of wood) with a hard metal tip.

3330.02 ATOMIC CELL

COST: 5 GS ENC: 1S AVAIL: F+

These advanced power sources of 23rd century Earth derive their energy from advanced atomic reactions. Energy is slowly liberated ii an electrical form. Although atomic cells provide energy at a lower rate than power cells, they can sustain this rate indefinitely. As of 4500 P.C., 92% of all remaining atomic cells are still functioning at near peak efficiency. Atomic cells are shaped like small cylinders. One end has an "H" shaped protrusion (used for picking up the cell), the other end is slightly cone-shaped. These cells may not be used without an atomic cell adapter, described in 3340.01.

3330.03 BOLTS

COST: 4 GU ENC: 4S AVAIL: B+

Cross bow bolts are about a foot long and are usually metal.

3330.04 FUNCTION CELL

COST: 2 GM ENC: 10 PER 1S AVAIL: B+

Function cells are used in low power Earth items. They are implemented into almost all of the assistance oriented devices. These cells are flat, circular disks of metal.

3330.05 POWER CELLS

COST: 2 GC ENC: 100 PER 1S AVAIL: D+

Power cells are high power energy sources created by Earth technology. Almost anywhere this cell is used, it can be replaced by an atomic cell with an adapter. Power cells are shaped like curved triangular wedges, a flat piece of pie with some curvature. When a device has used up a power cell, it floats it to the top of the weapon where it is held rigidly. The shape of the cell makes it easy to remove with a simple pull of a finger.

3330.06 SLAB AMMO

COST: 2 GM ENC: 2S AVAIL: C-

Slab ammo is the ammunition used by blaster pistols and rifles. It is simply a small cylindrical slab of metal which is turned to plasma and ejected from the barrel of the weapon. Any metal can be used.

3340 WEAPON ADDITIONS

3340.01 ATOMIC CELL & ADAPTER

COST: 1 GS ENC: 2S AVAIL: D

This device is required wherever an atomic cell is being used in place of a power cell. Its shape is roughly rectangular, but with an extendable power cell shaped protrusion at the bottom.

3340.02 BOOSTER

COST: 2 GS ENC: 5S AVAIL: F+

A booster is a small device which fits at the end of certain energy weapons. This device triples the damage that the weapon imparts. Boosters require an atomic cell for operation. Boosters can be attached to either the pistol or rifle version (if it exists) of the following weapons: blasters, field rams, lasers, paralyzers, pulsars, sonic distrupters and stunners.

3340.03 SCOPE

COST: 1 GS ENC: 5S AVAIL: D+

Scopes are easily attatched to any energy weapons except stasers (see 3321.09). Scopes greatly increase the chance that an energy weapon will hit its mark. Section 2.54NN (ranged combat) relates the time spent aiming with a scope to the chances of hitting a target. Scopes are infra-red to display heat outlines, even in darkness.

3340.04 TRACER

COST: 5 GC ENC: 2S AVAIL: D+

A tracer is a tiny device which fits onto a scope and fires a harmless infra-red beam of light at the target. By actually seeing the target location lit up with the beam, it is easier to hit a target. Section 2.54NN deals with this topic in more detail.

3410 CAPSULES

Capsules are small (1 cm diameter) spherical chemical packages. Originally they were convenient forms of energy storage, but after the destruction of Earth and the Shanthic attacks, Logus Colony leaders created them. Capsules could be thrown or launched with capsule launchers. They were lightweight and easy to transport. Above all, they are easy to create in quantity (a very important consideration for the early colony members).

3410.01 BARRIER

COST: 1 GM ENC: 2S AVAIL: C-

Barrier capsules expand to a 5 meter radius, flat crystalline lattice coated with a highly corrosive acid. Although the construction is very light weight, it is also quite strong. The strength of the acid is 15. None but the largest creatures can cross it without risking death. Roll to see if damage done to the defender's feet fells the player (see section 2.55NN for details). The lattice will last for one day. The time required for the complete lattice to formis 10 rounds.

3410.02 BLINDER

COST: 1 GM ENC: 2S AVAIL: C

This capsule produces a cloud of clear, odorless gas which will temporarily blind any air-breathing creature which inhales its fumes. The effects last for one hour. Other than blindness, this capsule produces no other effect.

3410.03 COLD

COST: 15 GL ENC: 2S AVAIL: C

Cold capsules create a highly endothermic reaction between two chemicals which will create an intense cold wherever the capsule breaks. The damage inflicted from this is 15 points of cold damage.

3410.04 FIRE

COST: 1 GM ENC: 2S AVAIL: C

Fire capsules break open to release a low temperature flammable substance which explodes in a flash of heat. The damage inflicted by the capsule is 10 points of heat damage.

3410.05 FLARE

COST: 2 GL ENC: 2S AVAIL: B+

Flares give off a bright white light when broken. The light lasts for about 2 hours.

3410.06 FOOD ODORS

COST: 1 GL ENC: 2S AVAIL: B

This capsule emits a gas which mimics a food smell, attacting non-intelligent life. Although it is unpleasant for Humans, creatures recognize the smell as that of something tasty and chewy. Although it rarely attracts animals from afar, there is a good chance that a creature is encountered will be distracted enough by the odor to give the players a chance for escape or sneak attack. Determine the interest of a creature by a 2D6 roll; the higher the roll, the greater the interest. Subtract a few points from the roll when dealing with large creatures.

3410.07 KNOCK OUT

COST: 3 GM ENC: 2S AVAIL: D+

This capsule creates a large cloud of clear, odorless gas which will temporarily incapacitate air-breathing creatures. For each round that the gas is inhaled, a creature will lose 15 Stamina points. It is possible for characters to hold their breath for a little while. Once a creature takes one breath of the gas, it is impossible for that creature to hold its breath as the gas sets off a coughing reaction until unconsciousness sets in. The duration of induced sleep is determined by the unconsciousness table located in section 2.52NN.NN).

3410.08 REPEL

COST: 1 GM ENC: 2S AVAIL: B-

Repel capsules give off a horrible stench that often drives off of driving off non-intelligent creatures. If a party was being attacked by some horrible beast and a repel capsule was thrown between the party and the oncoming creature, there is a good chance that the creature will back off. Like the food odors capsule, a 2D6 is rolled to determine how strongly the creature reacts to the smell. The higher the roll, the greater the chance that the creature retreats. Subtract a few points when dealing with large creatures.

3410.09 SMOKE

COST: 2 GL ENC: 2S AVAIL: B+

These capsules emit a large, thick cloud of black smoke whick obscures light, creating an excellent smoke screen. The smoke is harmless if inhaled, but is thick and will linger for about an hour unless a heavy breeze blows it away. The cloud will expand to about 10x10x3 meters in size in about 4 rounds.

3410.10 T.J.

COST: 1 GM ENC: 2S AVAIL: C-

T.J.s, or "Throw Explodes Juniors" are capsule sized high explosives which inflict 20 points of sonic damage to all creatures within a 1 meter radius of the capsules explosion. The loud sound that accompanies the blast can be heard from a great distance.

3410.11 TANGLER

COST: 3 GM ENC: 2S AVAIL: D

These capsules explode into a bundle of plastic strands which spray out about a meter in all directions and then contract tightly. Creatures will suffer 3 points of bulk damage per round until the strands are cut buy an edged weapon or pulled off by a strength greater than 25.

3420 MEDALLIONS

The Logus Colony used medallions as identification devices. Worn around the neck, medallions contain tiny molecular components which hold information about an individual. Earth built doorways and passageways can detect the presence of a medallion, automatically opening only if the individual has a high enough clearance. Most of the Earth items require medallion clearance to operate. All energy weapons require some sort of medallion to function and, although Humans and Pundit are the only races whose fingerprints permit them the use of energy weapons, even they need special medallions to turn the weapons on. Originally, medallions were "selected" to an individual. A medallion set for one person would not function in the hands of another. To indicate its possessed state, medallions glows a deep yellow. It was found, quite by accident, that a small punctue near the center of the medallion would override the selector sensor; the core of the medallion continues to hold the possessed information, and continue to glow, but become functional for anyone who tries to use them. Most medallions have been altered in this way. (The thousands of years of low power energy bombardment has weakened the surface of the micro code." Medallions are passive devices, they require no power source and they retain their their information forever.

There are three classes of medallions: common, user and power. Members of the colony were each issued common medallions, technicians and operators were given user medallions and security personell were issued security medallions. Security medallions have limited capability as user and common medallions. User medallions have capabilities as common medallions. The details of these overlap. Note however, that a medallion of a given number rating can operate any device of lower rating in the same medallion class.

Members of Burdothian society becoming Drenn are expected to provide the medallion which will be "selected" to them. One "Selenda," capable of selection, is held in Burdoth's capital; this device implants medallions with information about their *selected* user. The "selecting" process takes only a few seconds, but the ritual associated with is takes several hours. The most prestigious Drenn are sure to possess *unaltered* medallions which have not been "mutilated" by uncivilized hands. When Drenn or Kesht wish to upgrade to a new medallion, they can sell their old one, as they only glow when worn by their selected users.

3421 COMMON MEDALLIONS

3421.01 COMMON 1 (RESTRICTED)

COST: 1 GM ENC: 2S AVAIL: B

Only colony criminals and small children were issued this medallion. Its privelages are quite minimal. Restricted medallions can operate only the most necessary devices, such as lights.

3421.02 COMMON 2 (STANDARD)

COST: 2 GM ENC: 2S AVAIL: B+

This is the standard medallion worn by most of the colony members. This medallion will operate a few Earth items and opens doors in non-restricted Earth installations.

3421.03 COMMON 3 (PRIVILIGED)

COST: 4 GM ENC: 2S AVAIL: C+

This medallion was issued to colonists who ranked as administrators or supervisors. Areas of colony confidentiality require privileged medallions for entry.

3422 USER MEDALLIONS

3422.01 USER 1 (SERVICE)

COST: 5 GM ENC: 2S AVAIL: B

Small, task oriented Earth items require the use of a USER 1 medallion or higher to operate. Two of these devices are comlinks and tumblers.

3422.02 USER 2-6 (TEC LEVEL A-F)
COST: LISTED ENC: 2S AVAIL: LISTED

The tec level medallions are used by builders and various construction personnel.

3422.03 USER 7-8 (SERVICE)
COST: LISTED ENC: 2S AVAIL: LISTED

The operator medallions are used to activate devices shields and travel equipment.

3422.04 USER 9 (MASTER)
COST: 1 GS ENC: 2S AVAIL: F

These medallions are used to operate anything that lower medallions can, but they are also capable of operating power medallions 1 through 4.

3422.05 USER 10 (ULTIMATE)
COST: 120 GS ENC: 2S AVAIL: F-

This medallion can operate any device short of starcraft weaponry. All portable energy weapons (assuming a Human or Pundit grip), all vehicles, all doors, and all items are accessible. These medallions are extremely rare; there are perhaps 300 of them on the entire planet.

3423 POWER MEDALLIONS

3423.01 POWER 1-3 (L,M,H PATROL)
COST: LISTED ENC: 2S AVAIL: LISTED

These medallions are used for patrol manuevers. Low power energy weapons can be activated, as can USER 1 through USER 4 devices.

3423.02 POWER 4 (SQUAD)
COST: 5 GC ENC: 2S AVAIL: D+

These medallions allow activation of some of the more destructive energy weapons.

3423.03 POWER 5-7 (L,M,H ASSUALT)
COST: LISTED ENC: 2S AVAIL: LISTED

These medallions activate even more powerful energy weapons and can activate objects requiring up to USER 7 status.

3423.04 POWER 8 (HIGH SECURITY)
COST: 5 GS ENC: 2S AVAIL: F

High security medallions are required to operate the rifle versions of most energy weapons.

3423.05 POWER 9 (MASTER SECURITY)
COST: LISTED ENC: 2S AVAIL: LISTED

A master security power medallion operates any object that a USER 9 can. Such medallions were used to activate the weaponry used on small starcraft vessels.

3423.06 POWER 10 (ULTIMATE SECURITY)
COST: LISTED ENC: 2S AVAIL: LISTED

This medallion will operate any device, including the main weapons of the Logus colony ships. Only 100 of these medallions were ever produced.

3430 CLASS 1 EARTH ITEMS

Class 1 Earth items are small, highly functional devices used to fill a support function. Listings of "minimal drain" for power consumption indicates that energy cells loose very little over time. Cells for such devices can still operate after thousands of years of neglect.

3430.01 BREATHER
COST: 3 GM ENC: 3S AVAIL: C+ SPEC: U2

A breather is a device enabling air breathing creatures to exist underwater for up to 6 hours. Powered by a function cell, the breather is placed into the mouth of the diver, where it extracts oxygen from the surrounding water. Creatures of more than 60 hit points must use more than one breather at a time to supply them with the oxygen they need.

3430.02 CLIMBERS
COST: 5 GM ENC: 1 AVAIL: B- SPEC: U2

Climbers allow creatures to scale walls, trees, sheer cliffs, in short, anything other than a fluid surface. Powered by a function cell, climbers can be used for 10 minutes of climbing at a time. In addition to holding the user to the scaled surface, climbers also provide a slight anti-gravity which reduces the fatiuge involved with climbing.

3430.03 COMLINK
COST: 5 GL ENC: 4S AVAIL: B+ SPEC: U1

Comlinks are 23rd century walkie-talkies. In spite of their tiny size, their range is great enough to transmit to any location on JORUNE. They can be tuned to any of over a million channels.

3430.04 ENERGY DETECTOR
COST: 8 GL ENC: 4S AVAIL: A SPEC: U1

This device will locate energy sources, displaying their distance and relative magnitude (size). Warps, fires, crystals and atomic cells can all be found by means of this device. Energy detectors are powered by a function cell (minimal drain).

3430.05 GAS MASK

COST: 4 GM ENC: 1 AVAIL: C SPEC: U2

This mask device filters out any impurities in the air surrounding the user. Gas masks are powered by a function cell for a few months, but they are too uncomfortable to be worn continuously. One hour on, one hour off is the best it can offer. This device is perfect for protecting its user from gases given off by capsules. Gas masks can provide filtered air for creatures up to 200 hit points.

3430.06 GLIDER

COST: 2 GC ENC: 1 AVAIL: C SPEC: U2

This device provides a partial anti-gravity such that its user can jump across pits, leap from tree to tree, and generally glide about from place to place.

3430.07 GRAVS

COST: 3 GM ENC: 1 AVAIL: C SPEC: U2

A grav, short for anti-gravity, is a device used for lifting or carrying heavy objects. By neutralizing the force of gravity with its power cell, gravs can lift weights up to 1000 pounds for periods up to 1 minute, lighter weights for a longer time.

3430.08 LOCATOR

COST: 1 GM ENC: 2S AVAIL: C+ SPEC: C1

This device is used to find a location once traveled to. The locator remembers the path taken by its user and, by means of some vector arithmetic, can deduce the overall direction and distance to destination. Thus, if player holding an activated locator walked 40 kilometers out of town, the exact path taken out of town could be retraced. In addition, the exact direction and distance to the town would also be displayed. This device is powered by a function cell (minimal drain). Up to 100 locations can be stored in a single locator.

3430.09 POWER GRAPPLE

COST: 2 GC ENC: 3 AVAIL: D- SPEC: U3

The power grapple is a device which allows characters to scale cliffs, pull themselves out of pits and raise themselves off of the ground. The device projects a force beam which must hit a hard, stable target to be useful. By using the controls on both sides, the user can cause the beam to expand to 30 meters (its maximum length), or contract to its minimum size of 1 meter. As the device includes a partial gravity neutralizer, up to 500 pounds may be lifted up with the user. Power grapples require a power cell for 10 minutes of operation.

3430.10 POWER STEP

COST: 1 GC ENC: 5 AVAIL: D SPEC: U4

This device is a small platform which raises and lowers its user up to 10 meters. Control is established by means of a single dial. The power step is supplied with energy by means of a power cell which can sustain its operation for 10 minutes. Weights up to 400 pounds may be lifted with this device.

3430.11 POWER TORCH

COST: 1 GC ENC: 2 AVAIL: C SPEC: U2

This device is a portable laser torch. It can be used to weld or cut metal. This device is powered by a power cell for 1 hour of use.

3430.12 RECEIVER

COST: 5 GM ENC: 3S AVAIL: C- SPEC: NONE

A receiver is used to pick up the transmitted signals of a tracer (see section 3430.18). A small display indicates the distance and direction to the transmission source. Receivers require a function cell for operation (minimal drain).

3430.13 SCREAMER

COST: 5 GM ENC: 1S AVAIL: C+ SPEC: U2

A screamer tickles the hand of its user whenever hostile creatures are within 20 meters. Screamers are powered by a function cell (minimal drain).

3430.14 SIGHT LIGHTS

COST: 5 GL ENC: 1 AVAIL: B+ SPEC: C1

Sight lights are hand held lanterns which produce the same light as a large campfire (adjustably so). They require a function cell to operate and will work for 1000 hours between cells. The light given off can be focused into a cone of light if desired.

3430.15 SNAG

COST: 1 GC ENC: 5S AVAIL: C SPEC: U1

A power grapple is a small, grip sized device which exerts a strong pull on any object in the path of its beam. The Strength of the pull is adjustable from 0 to 1 point (enough to grab any object up to 10 pounds). Heavy creatures will obviously be unaffected by this device although objects in the hands of a creature can be grabbed away if the power grapple user can roll an Advantage 10 higher than his or her opponent (Advantage rolls are described in section 2.5110.NN). This device is operated by a function cell for 5 ten second usages.

3430.16 SOUND SCOPE

COST: 8 GM ENC: 1 AVAIL: B- SPEC: P1

This device is nothing but a small amplifier which can pick up the sound of a footstep at a distance of over a 100 meters. The sound scope can be set to ignore all background sounds if so desired. It requires one function cell to operate (minimum drain).

3430.17 TEC-ROPE(5M SECTION)

COST: 5 GM ENC: 1 AVAIL: C SPEC: NONE

Tec-rope is a development of the 23rd century which serves the same purpose of rope, but with a much greater versitility. The ends of a piece of tec-rope can be easily and securly fastened together; it coils up with a simple twist of dial and it requies no power source. Note that each 5 meter piece of tec-rope can be split into ½ meter sections, each of which retains the original properties. Tec-rope can support weights up to 30,000 pounds.

3430.18 TRACER

COST: 3 GL ENC: 1S AVAIL: C+ SPEC: P4

A tracer is a tiny transmitter powered by and about the same size as a power cell. It directs a receiver (see description of a receiver in section 3430.12) to it by means of radio transmissions Tracers drain very little from their power cells and thus continue to transmit for thousands of years if not turned off.

3430.19 TRANSLATOR

COST: 6 GM ENC: 1S AVAIL: D- SPEC: C2

Translators have limited powers of translation between two languages (one of which is usually Entren). When activated, the translator hears words spoken, and repeats them in its alternate language after each complete sentence. The delay to end of sentence is included because it is common for the last words of a sentence in one language to be the first in another, and vicaversa. This device requires a function cell for operation (minimum drain).

3430.20 UTILITY POLE

COST: 5 GM ENC: 2 AVAIL: D- SPEC: U1

A utility pole produces a beam of force which extends 10 meters high (or until it hits a solid obstacle). By gripping tightly, characters will be lifted up; loosely the grip brings characters down. Up to 500 pounds of material can be lifted by a utility pole, but all of the burden rests upon the character being lifted. Thus, a Human with a Strength of 20 could not carry more than 200 pounds while holding on to the utility pole. This device is powered by a power cell for 1 hour of operation.

3430.21 VERIFIER

COST: 4 GM ENC: 1S AVAIL: C SPEC: P1

A verifier is a voice stress detector. Worn snugly in the palm of its user, it produces a slight tickle sensation if it detects a lie being spoken. The language spoken need not be Entren. Verifiers operate on a function cell (minimum drain).

3430.22 VIEWERS

COST: 1 GC ENC: 4S AVAIL: D+ SPEC: P1

Viewers are very sophisticated visible/infra-red binoculars. They indicate the range to any object in their cross-hairs, and can magnify so powerfully that a one inch object viewed at a distance of 100 meters would fill the user's entire field of vision. Because they operate on infra-red light as well, viewers can detect living creatures at night, behind objects, and even check their footprints. Viewers are powered by a function cell (minimum drain).

3440 CLASS 2 EARTH ITEMS

These Earth items are more powerful than their class 1 relatives; they perform offensive and defensive functions as well as assistance oriented tasks.

3440.01 ALERT POD

COST: 1 GC ENC: 1 AVAIL: F+ SPEC: P2

This device performs the duty of a guard by alerting the party if any creature nears. Creatures smaller than one half foot will not trigger the alert (players would have a hard time getting to sleep if they were constantly awakened whenever an insect or bird came by). Alert pods are powered by a function cell for 20 nights worth of operation.

3440.02 BINDERS

COST: 3 GC ENC: 5S AVAIL: D SPEC: P1

Binders are high-tec handcuffs. When activated by a small key they may be set to any of 10 levels. The higher the level, the less action the bound creature can make. At its lowest level, the creature has full strength. By setting 10, the creature has only the energy to breath. Although then inflict no pain, they are hardly comforable to wear. A power cell operates this device for 1 month.

3440.03 CONTROLLER

COST: 1 GS ENC: 1S AVAIL: F SPEC: P7

A controller is a device which causes a creature to obey any commands given it by a transmitter (see section 3440.14 for details). The controller must be placed at the base of the neck to operate and requires a power cell for every 7 days of use. Obviously, creatures must be subdued when fitted. This process takes 5 rounds to accomplish. Only intelligent creatures can be controlled by this device.

3440.04 CRYSTAL CONSTRUCTOR

COST: 6 GC ENC: 3 AVAIL: D- SPEC: U5

This device is used to create strong crystalline structures out of any base material. Wood, stone and dirt are all fine to use. The device is filled, a form is selected, and *presto!* the crystal constructor will spray out a shiny steel-blue beam about 1 meter, creating a wall. The material created has three times the strength of metal, but cannot be used as armor (it shatters if broken in any one spot). The shapes available are wall, cylindrical wall, half cylindrical wall, half sphere. The sizes of each are pre-determined; users have no control of this parameter. Each wall has an approximate area of 3 meters by 3 meters. This device was originally used to create walls within buildings, to segment rooms. One power cell is required for each wall constructed.

3440.05 DEFLECTION BANDS

COST: 4 GC ENC: 4S AVAIL: D+ SPEC: P4

Deflection bands are worn about the body or wrist and deflect oncoming objects with the strength of a 200 point force field. This repulsion is effective within one foot of the band. Worn on the wrists, they are excellent blocking weapons (treat them as a blocking bonus of 4 when using wrists to block). When used as deflection bands on the body, they must be stretched out. This decreases their blocking capability to 25 points. If the damage of the oncoming weapon is 25 points or less, it is deflected; otherwise, it will hit. Deflection bands require one power cell for 10 one minute activations.

3440.06 FORCE WALL

COST: 1 GS ENC: 10 AVAIL: D SPEC: U7

This device creates a 2000 point force field in the shape of a 4x4 meter wall. It requires a power cell for every hour of its operation. Space is provided for 10 cells. An atomic cell can be attached to this device to recharge it each hour.

3440.07 FUNCTION CELL REJUVENATOR

COST: 2 GS ENC: 1 AVAIL: D SPEC: U1

A function cell rejuvenator uses 1 power cell to fully recharge 20 function cells. The process takes 10 rounds to complete. An atomic cell can perform the same task in 20 rounds.

3440.08 LIFE SCOPE

COST: 5 GC ENC: 1 AVAIL: D SPEC: U3

This device gives a readout of all life forms within 10 meters. Basic shape, weight, distance, height and heartrate are all included in this device's display.

3440.09 POWER CELL REJUVINATOR

COST: 2 GS ENC: 1 AVAIL: D SPEC: U1

A power cell rejuvenator requires an atomic cell to recharge 10 power cell in 5 minutes (1 per 15 rounds).

3440.10 POWER SHIELD

COST: 6 GC ENC: 4 AVAIL: D- SPEC: U7

This device is worn about on a belt and creates a 200 point force field which protects the belt's wearer. The shield acts as a membrane, letting air flow in and out, but preventing weapons or mutations from penetrating. The shield is maintained by a single power cell which keeps the shield up for 1 hour or until all of its energy has been used in deflecting damage. Note that a power shield does not protect its user against gas attacks.

3440.11 POWER STRIPPER

COST: 2 GS ENC: 1 AVAIL: F SPEC: U8

A power stripper is an aimed device which will drain the energy out of any power cell or function cell; atomic cells will be shut down for 1 minute. Caji will lose half of their value point if hit by the beam of this weapon. Crystals will lose half of their charges if hit. The impact location is a sphere, 1 meter in diameter. The maximum range of this device is 20 meters. Treat it as an energy weapon pistol for its chances of hitting. Power strippers require a power cell for each usage; they can hold 10 cells at a time.

3440.01 THROW EXPLODES

COST: 5 GC ENC: 2 AVAIL: D SPEC: P7

A throw explodes is a sort of sonic hand grenade. Once detonated by time delay or impact, it gives off an intense sonic blast which inflicts 50 points of sonic damage to anything within 2 meters and 10 points to objects less than 5 meters away. Throw explodes require a power cell. Note that a POWER 7 or higher medallion must be touched to the throw explode each time it is to be used.

3440.02 TRANSMITTER

COST: 2 GC ENC: 1 AVAIL: F SPEC: P7

This is the device which is used to give orders to creatures under the influence of a controller. Creatures will only respond to messages given them if they understand the language. Any task given the controlled creature will be attempted, regardless of the chances of success. Transmitters are powered by a function cell (minimum drain).

3440.03 TRAVEL BAND

COST: 1 GS ENC: 3 AVAIL: D SPEC: U7

A travel band is worn around the waist and responds the its user's mental commands to move up, down, left right, forward, backwards, etc. Although only limited "flying" is possible, travel rate is fast (30 meters/round = 35 miles/hour = 55 kilometers/hour) and somewhat manueverable. The device neutralizes gravity for up to 500 pounds of creature and materials. Travel bands require a power cell for 1 hour of operation; there is room for 10 cells within the unit. An atomic cell can power a travel band indefinitely.

ARMOR 3500

3510 **ARMORING MATERIALS**
3520 **FORMS OF ARMOR**

3510 ARMORING MATERIALS

The following is a list of different materials used in making armor. The price, encumberance and availability of each assumes the purchase of a suit of this type of armor.

3510.01 HIDE

COST: 5 GO ENC: 15 AVAIL: A

Hide is a very common armor type taken from the back of the molcs, a sort of large JORUNE water buffalo. This skin is cured dried, creating a hard, but flexible form of protection.

3510.02 FUR

COST: 1 GL ENC: 20 AVAIL: A

Fur armor is taken from the underbelly of the molcs above. The thick leathery skin plus the additional benefit of the molcs' dense hair makes fur armor an excellent, inexpensive means of protection.

3510.03 BONE

COST: 5 GL ENC: 25 AVAIL: B

Bone armor is made from the sketetal remains of drouris-kelt, a tall, limber creature with long flat bones. The bones are filled with metal and the composite armor is left to harden in a bath of geegen roots and rhithden leaves. Once finished, bone armor can be laced together to form beautiful armoring parts.

3510.04 CARAPACE

COST: 6 GC ENC: 40 AVAIL: B-

Carapace armor is made from the chinnik family of creatures. Their shell is boiled down in an exotic pool of secret ingredients. This is a craft of the Crugar. The carapace is cut and becomes easily pliable when first taken out of this bath. It is quickly crafted into armor while in this state. Soon, the carapace will harden to the point where it is stronger than metal.

3510.05 MAIL

COST: 4 GL ENC: 10 AVAIL: B+

Mail armor is created by weaving small cirular metal loops out of wire. Entire shirts, or even suits of armor are constructed this way. Mail armor is particularly good at stopping edge damage (the type done by sword swings). Mail is almost worthless when it comes to stopping arrows however. Many creatures choose to wear mail armor over their standard form of dress.

3510.06 METAL

COST: 4 GC ENC: 40 AVAIL: C-

Metal armor is created from scarce ore supplies found on **JORUNE**. Although uncommon, this metal is of higher quality than the brittle bronze or copper used on ancient Earth. Metal is a superb armor type, but it is a bit heavy.

3510.07 GRUNDER

COST: 8 GC ENC: 25 AVAIL: D-

Locurian grunder (armor) comes from the grunder section of the locure, (a nasty, free spirited creature that's as easy to kill as a Sherman tank). This armor is endowed with special resistances to energy weapons. In addition, locurian grunder stops a great deal of point, bulk and edge damage.

3510.08 B.E.C.

COST: 1 GS ENC: 10 AVAIL: D-

B.E.D. or Bulk Energy Deflector armor was worn by the security personnel of the colony. It consists of small platelets attached to a quarter inch thick foam suit. The properties of this armor are extraordinary. A person with a club could hardly put a scratch on a person wearing B.E.D. armor. Bulk damage from all but the most extreme sources is absorbed instantly by the suits stable molecular design. This armor is very elastic and is thus easier than most armors to fit into.

3510.09 E.R.P.

COST: 2 GS ENC: 5 AVAIL: F+

E.R.P. armor, or Energy Reflective Plastic armor is very lightweight and thin. It stops almost any form of pure energy. Although usesless against weapons like arrows, its ability to stop almost any energy weapon makes it a valuable armor. Note that in order to stop any sonic damage, a power cell must be placed into the armor; this cell will last for 30 days worth of use.

3510.10 THAILIERIAN

COST: 9 GS ENC: 15 AVAIL: F

Thailirian armor is taken from the chestplate of the Corondan or the Dhar Corondan. Prepared in the same process as carapace, thailirian armor is turned into a rugged armor, which stops more damage than any other armor type.

3520 FORMS OF ARMOR

3520.01 SUIT

Depending upon the armor type used, suits cover different parts of the body. Hide, fur, bone, carapace, grunder and thailirian suits all protect the body, upper arms and legs down to the knee. Mail, B.E.D. and E.R.P. suits cover their wearers from head to foot, leaving only the face uncovered.

3520.02 LIGHT HELMET

A light helmet protects the head, but not the face.

3520.03 HEAVY HELMET

A heavy helmet covers the entire head, including the face.

3520.04 NECK GUARDS

Neck guards protect the neck only.

3520.05 ARM GUARDS

Arm guards protect the area from shoulder to the wrist. One purchase includes the armoring for both arms.

3520.06 GAUNTLET

Guantlets protect the hands; they are a sort of heavy glove.

3520.07 SKIRT

A skirt of armor protects the region from the lower belly to the knees.

3520.08 GRIEVE

A grieve covers the region from knee to the ankle.

3520.09 BOOT

A boot protects the foot of its wearer.

3520.10 CHEST PLATE

A chest plate covers the torso and is held in place by straps which go around the wearer's back.

3520.11 LIGHT SHIELD

A light shield is a circle of wood 1 foot in diameter. Although shields can be covered with special armors to make them more protective, the basic purchase of a shield does not include anything but wood.

3520.12 HEAVY SHIELD

A heavy shield is built fo wood and has a 2 foot diameter. The shield is held to the hand by leather palm and arms straps.

3600 TRANSPORTATION

3610 **MOUNTED**
3620 **EARTH-TEC**
3630 **SHIP**

3610 MOUNTED TRAVEL

3610.01 BOCHIGON

COST: 1 GC ENC: 2200 AVAIL: D+

Bochigon are enormous beasts of burden; they can lift 6000 pounds without belaboring themselves. Bochigon travel at a rate of 30 kilometers/hour, or about 15 meters per round. Top speed of a bochigon is 25 meters/round. They can be ridden for up to 8 hours a day. Although docile, bochigon are quite capable of thinking for themselves. They seem to possess a rudimentary intelligence. Training these mammoths to obey the orders of creatures which are to them the size of mice requires years of patience. Even then, bochigon may choose their own path through the bushes or cross a river at a point of their own choosing. Strong willed individuals may have trouble adjusting to the bochigon's way of doing things. Cooperation is the key to success when dealing with these creatures. Feeding them their favorite food, "kayidi" usually convinces them to behave.

3610.02 TALMARONS

COST: 3 GC ENC: 250 AVAIL: D

Talmarons are large winged reptilian creatures which are capable of flying with passengers. The maximum weight limit of a talmaron is 400 pounds. As such, creatures much larger than Boccord will be unable to fly them. Talmarons fly at a speed of 25 miles per hour or 40 kilometers per hour. In combat this would be 20 meters per round. Talmarons can be flown for periods up to 6 hours a day. They require subtantial training before they can be controlled; riders must also have spent time training to fly talmarons. Unskilled flyers will be as unable to steer the talmaron as convince a bochingon where the best tasting grass is.

3610.03 THOMBO

COST: 5 GL ENC: 400 AVAIL: B+

Thombos are the most common form of mounted transportation on JORUNE. These creatures are fairly agile and can sprint at speeds up to 30 meters per round. On an hourly basis, thombos can cover about 12.5 miles or 25 kilometers; this translates to 10 meters per round. Thombos are easily domesticated and respond nimbly to the rider's commands. Thombos can be ridden for periods up to 6 hours per day, carrying 400 pounds. Thombo are pitifully stupid, even for non-intelligent creatures. They will remain nearly motionless *on the battle field* after their riders have dismounted.

For an extra 10 Gemlinks, a character can purchase a thombo with a 600 pound carrying limit. The availablility of such thombos is "B".

If extra speed is desired, for an additional 10 Gemlinks, a thombo which travels 5 meters/round faster can be bought. The availabilities of these thombos is "C".

3620 EARTH-TEC

3620.01 GRAVER

COST: 3 GS ENC: 20 AVAIL: F+ SPEC: U7

A graver is a high speed anti-gravity pursuit vehicle. Gravers require a power cell for each hour of operation or they can be permanently sustained by an atomic cell. The top speed of a graver is 100 kilometers per hour (60 meters per round). The partial anti-gravity device inside the graver will allow the user to make turns of up to 10 gravities in comfort; this translates into a turning radius of about 100 meters at top speed. The graver is equipped with a 10 point "soft" force field which will repel the graver from possible collisions. This shield is regenerated once an hour by an atomic cell.

3620.02 TRAVEL POD

COST: 1 GS ENC: 10 AVAIL: F SPEC: U1

A travel pod is a small platform/control station which can move up, down, left, right, forward or backwards, but only one direction at a time. It can carry up to 300 pounds and travel at a top speed of 10 meters per round for a period of 1 hour per power cell. An atomic cell will run this device indefinitely. A 5 point-force field is provided to protect the user of the travel pod against high winds.

3620.01 GRAVER

COST: 20 GS AVAIL: D

This is the **JORUNE** equivalent of a clipper ship. Salu are the masters of ship construction and build these vessels for creatures of many contintents. They are faster, stronger and more agile than any other ocean going vessel. Most of these ships are built alike, their owners complement them with the personalized extras.

3620.06 SEEDRU SHIP

COST: 1 GC AVAIL: D+

These small ships are built by humans and can hold up to 10 human-sized creatures for journeys lasting several months. They are slow ships, hard to manuever and not especially sea worthy. Their cargo capability is not limited by weight, only size. There is only about 100 square feet of room on a seedru ship, so any cargo will reduce the number of passengers possible.

3630 SHIPS

Fresh and salt water travel are important aspects of **JORUNE** life. Although the shapes of the contintents make water travel awkward at times, it is none-the-less, heavily depended upon between coastal cities. River transportation is also common, but only small ships can navigate the treacherous inland waterways. The availabilities listed indicate the chance that a ship is for sale. The encumberance listings are unimportant.

3620.01 CARGO SHIPS

COST: 4 GS AVERAGE AVAIL: F-

Cargo ships carry merhandise and creatures from place to place. Although styles vary, the standard cargo ship has a crew of about 20. Standard fare is 1 Gemlink per day's travel at Toth standards and 1 Gem a day to stay in the Kesht living quarters. Cargo ships travel anywhere from 50 to 250 kilometers a day depending upon the winds and type of water crossed.

3620.02 DINGY

COST: 4 GL ENC: 200 AVAIL: C+

A dingy is a small 3 creature boat. At a length of 3 meters, a dingy is not ideal for much more than river or lake travel. Dingys can hold 600 pounds and usually come with paddles or oars. The speed of a dingy is very complex because it depends so much upon the creatures doing the paddling. An average speed of 5 kilometers per hour for 3 Humans paddling is a reasonable first guess; change numbers as necessary.

3620.03 FIGHTING SHIP

COST: 25 GS AVAIL: F-

Fighting ships are usally owned by the military forces of Burdoth. Such ships have crews of about 30 and an additional 150 fighters for combat purposes and rowing. The speed of a fighting ship averages on 150 kilometers a day; however, speeds may vary as low as 50 and as high as 250 kilometers/day. The weapons of a fighting ship include projectile weapons such as catapults and heavy fixed bows. **JORUNE** has no cannon nor any other gunpowder technology, nor is any likely to develop; necessary chemical and metaling processes are totally unknown.

3620.01 PUNDIT SHIP

COST: 3 GS AVAIL: D+

Pundit ships are not especially well built, fast or manueverable, but they *are* cheap. They match the specifications of slightly debilitated cargo ship. These ships are usually constructed in Drail, the realm of Pundit; they will usually be available only on the southern side of Burdoth.

3620.01 RAFT

COST: 5 GO ENC: 200 AVAIL: C-

A raft is no more that a few logs and planks roped and nailed together (the JORUNE equivalent of a nail is actually the leg of a remlatt). Rafts rarely have sails, and rely upon paddles and water current to propel them. Rafts can carry about 1000 pounds and travel at about 4 kilometers per hour; they are highly unstable and can tip wildly if jostled.

3700 SHANTHIC ITEMS

3710 SHANTHIC SWORD

SEE TABLE T3000 SHANTHIC ITEMS

Using the thailiers of the Dhar Corondon, Shanthic priests create weapons of a magnificent calibre. These white blades are lighter than metal and are sharper than any material known to the technology of Humans; their ability to cut goes well beyond even the finest metal. Shanthic swords and axes are the only weapons which employ these processed thailiers.

Because of their light weight, Shanthic blades enjoy a -2 to hit in combat. As a related bonus, they are plus on the Critical Hit roll. The extra damage done by Shanthic weapons is detailed on table JT3000.00 as is their hit and critical bonus.

3720 CLE-ESHTA

The Shantha in the creature section is shown standing next to a cle-eshta. This device is used to aid Shanthic concentration and to magnify their abilities. With a cle-eshta, a Shanthic priest can create warps to almost any desired location, or determine the warp locations which connect two places (see 1.6000 for information on Shanthic reluctance to create warps).

3730 KEEPER ROD

COST: MORE THAN 5 GM ENC: 3 AVAIL: LESS THAN D+

Keeper rods are long (1 meter) cylindrical crystals which hold life forms inside of them. Shanthas often use keeper rods as a sort of prison. Non-intelligent creatures are preserved in these Shanthic artifacts to be used later in combat or as food (ritualistic combat is a large part of Shanthic culture). To determine the creature inside the rod, roll a D6. On a roll of 1-4 the creature is non-intelligent (use the random non-intelligent creature generation in section 2.2310). To release creatures from the rod, a user simply holds the rod firmly and concentrates on the color of blue light. A silver orb will project itself from the center of the rod, traveling about 3 meters before forming into the creature. There is a chance that creatures emerging from a keeper rod are under strong quested control. If so, the newly formed life may start upon some trek or task immediately.

3800 MISCELLANEOUS ITEMS

3810 **BARBARIAN LONG BOWS**
3820 **BOC-RODS**
3830 **CRYSTALS**
3840 **ORGANIC MATERIALS**
3850 **CULTURAL OBJECTS**

3810 BOCCORD LONG BOW

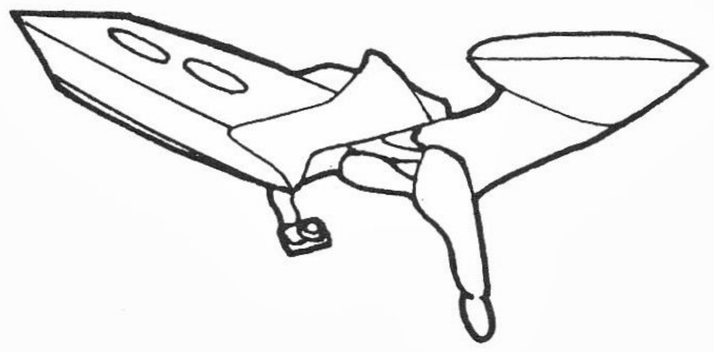
COST: 1 GM ENC: 2S AVAIL: C-

These great bows range in sizes from 2 to over 4 meters tall. They are not crafted by any living creatures on **JORUNE**. They are artifacts of the extinct Lamorri race. The smallest of these weapons requires a pull far greater than a Human could muster. Boccords are the smallest creatures able to use these magnificent bow weapons, hence the name Boccord long bows. They are not made from ordinary wood, the bow is constructed from a mixture of stone and rigid tree barks. Somehow, the Lamorri were able to create these devices to store ambient energy (as Caji do). Although the draw of the bow is great, its release also taps into its stored energy, propelling the arrow with speed and accuracy not naturally possible. Special arrows are unneccessary, but are often used, to complement the beauty of the finely crafted bow.

3820 BOC-RODS

COST: 3 GS ENC: 4 AVAIL: F+

Boc-rods are organic crystals which have the ability to absorb energy from mutations and energy weapons. Their shape is that of a long hexagonal cylinder. Boc-rods pull oncoming energy in and store it for later use. For every 10 points of energy that the boc-rod accepts, 1 point can be expelled in the form of a power orb. Boc-rods can accept no more than 1000 points of energy, but may expend what energy they have stored at any time. The user of the boc-rod simply holds the rod and concentrates on the color of red light. The power orb will launch out the end of the boc-rod furthest from the hands of the user. The roll to his is the same as if a normal power orb mutation was being used. The boc-rod has limitations in its energy capturing capabilities. The rod must be within 1 foot of the oncomming energy in order to capture it. Note that characters who use boc-rods will drain any energy sources they carry on them. Caji characters will slowly lose their value points by carrying around a boc-rod.



3830 CRYSTALS

Crystals are natural formations found beneath the surface of **JORUNE**. Their radient energy permeates every corner of the planet. They are the source of the Caji's power, and are resposible for the mutations of humans. Crystals are mined from locations where deep deposits have been brought to the surface.

Each of the ten crystals glows a different color and contains a different form of energy. Most crystals are used by holding them in the palm, and concentrating on light of the same color as the crystal (this is the simple Human explanation, Shanthas are far more precise in their usage of crystals). This takes 5 rounds for those not accustomed to the process. Skilled characters can use a crystal's power in a single round. Although the wording may sound as if crystals do this or crystals do that, keep in mind that they do not actively do anything; they transfer a certain form of energy into a creatures body, energy which is then controlled by the mind of the character.

The brightness of a crystal's glow indicates the amount of energy stored within it. When boughtor found, crstals will usually have 2D6 charges in them. When all charges are used, the crystal will become very brittle, and fall apart. Crystals have one other characteristic: rate. Roll a D6 for the rate of each crystal. This is the number of usages which can be drained from the crystal at a time.

3830.01 BLACK

COST: 2 GC ENC: 1S AVAIL: D+

The use of a black crystal projects a black orb from the palm of the character. The orb forms into an invisible force field barrier of strength 100 points. The field will remain until it is destroyed.

3830.02 BLUE:DEFLECTOR

COST: 2 GC ENC: 1S AVAIL: C-

This crystal creates a deflector orb exactly like the Caji mutation "Deflector" (section 2403.02).

3830.03 CLEAR: SUPER REGEN

COST: 25 GM ENC: 1S AVAIL: C-

This crystals has wonderous abilities to rapidly heal Hit Point and Stamina damage to any creature. The amount of healing to each of these is 10 points. Characters who die of non-head related injuries can be saved if (5 * Armor Cost Multiplier) usages of a clear crystal can be used within 5 minutes of death, assuming that they never fell below -5 Hit Points.

3830.04 GOLD FLAKE: VALUE POINTS

COST: 35 GM ENC: 1S AVAIL: D-

These crystals are useful only to Caji and other creatures with orb and bolt mutations. Gold flake crystals give the user 20 value points per usage. These points may be used at any time during the next minute, after which time they fade away.

3830.05 GREEN

COST: 5 GC ENC: 1S AVAIL: D+

This crystal has the power to restart the body's regenerative capabilities. After a single use of this crystal, lost limbs will start to grow back (not the head or neck). Creatures must be alive to benefit from this crystal. The time required to gain back functional limbs varies with the injury: three weeks for a missing arm to two months for lost legs. Additional usages of the crystal have no effect, but once used, clear crystals can speed up the regneration.

3830.00 ORANGE:CHARACTERISICS

COST: 3 GC ENC: 1S AVAIL: D+

Orange crystals increase a creature's Strength, Dexterity, Aim, Speed or Stamina. Index the roll of a D20 below to determine which. In all cases but Stamina, the effect will wear off in 10 minutes. The amount that each characteristic changes is 10 points. After 2 usages per day, these crystals cease to have an effect.

T3830.06 ORANGE CRYSTAL'S EFFECT

ROLL:	CHARACTERISTIC:	ROLL:	CHARACTERISTIC:
1-5	STRENGTH	14-16	SPEED
6-10	DEXTERITY	17-19	STAMINA
11-13	AIM	20	ALL

3830.07 RED: DAMAGE

COST: 1 GC ENC: 1S AVAIL: C

This crystal is thrown after its user concentrates upon **red**. After it has been activated by thought, it will explode in 2 rounds (4 seconds). The damage it does is in the form of lightning blast (see 2404.04 for details on this mutation). Creatures within 1 meter of the blast sight will be struck D3 times by the lightning blast on the roll of 5 or higher on a D20. Creatures within 5 meters are hit by one blast on a roll of 15 or higher on a D20. Assess the damage to random locations. Red crystals have only one usage.

3830.08 SILVER: SHANTHIC

COST: 2 GC ENC: 1S AVAIL: F+

These are crystals which have been modified by Shanthas to perform specific tasks. A few common functions of silver crystals are to create crystalline bridges and to darken the air around the user. Referees should not make these crystals too powerful; balance of crystal capabilities is a very delicate matter.

3830.09 WHITE: WARPS

COST: 9 GC ENC: 1S AVAIL: F+

This crystal is possibly the most powerful of all; it throws off a white orb which forms into a warp, connecting two locations on **JORUNE** (read section 1.7800 for details on warps). To determine the location of the warp, index the roll of a D6 on the table below. A dark warp is created on a roll of 6 on a separate D6 roll. Warps exert a powerful pull on all nearby objects. The warp lasts for 3D6 rounds.

T3830.09 WARP DESTINATION

ROLL:	DISTANCE TO WARP DESTINATION:	ROLL:	DISTANCE TO WARP DESTINATION:
1	WITHIN 100 METERS	4	D100 KILOMTERS
2	D6 KILOMETERS	5	D1000 KILOMETERS
3	D20 KILOMETERS	6	D10000 KILOMETERS

3830.10 YELLOW: MUTATIONS

COST: 3 GC ENC: 1S AVAIL: D

Yellow crystals give their users the ability to launch offensive mutations as Caji are able to. The yellow crystal adds tremendous sophistication to its user's brain while flooding the body with energy. The result is a release of Power Orb, traveling out from the creature's hand.

3840 ORGANIC MATERIAL

3841 **LIMILATES**
3842 **POISONS**
3843 **DRINKS**

3841 LIMILATES

Limilates are organic substances effect the system of their ingestor in abnormal ways. Most limilates are taken internally. swallowed and ingested. The effect and its duration are all listed below.

3841.01 CRUMBLE

COST: 6 GM ENC: 4S AVAIL: C-

This limilate is a powerful acid (level 25) which will eat through almost anything. The corrosive properties of crumble are so great that only tidree leaves can withstand a constant exposure. Crumble burns a hole right through most materials in a matter of seconds. Stone and wood require less than a minute to be eaten through 1 foot. The acid vaporizes as it eats away. The amount sold for 6 Gems is enough to burn a 3 inch hold 1 foot through stone.

3841.02 DALLIN +10 HPTS

COST: 3 GM ENC: 4S AVAIL: C-

This limilate heals 10 Hit Points of damage when ingested. One hour is required for the ingestion and digestion of the dallin limilate. Only the first usage of this limilate in a 24 hour period will have any benefitial effect. Dallin is taken from the root of a plant which grows only in dense jungle.

3841.03 DAWSOO: -10 TO DEXE

COST: 5 GM ENC: 4S AVAIL: D

If a weapon coated with this limilate penetrates skin (does 1 or more point of damage), the victim will lose 10 Dexterity points for 6 hours. The effect is almost instantaneous.

3841.04 DRUC:-10 TO STR

COST: 55 GL ENC: 4S AVAIL: D

This limilate weakens any creature by 10 Strength points. Druc most commonly enters the body through swords and other weapons. The effects of druc are full after a second or two and last for 6 hours.

3841.05 GLOW MOSS

COST: 15 GL ENC: 4S AVAIL: C

Glow moss gives off a cool greenish-white light when placed underwater. As it is a living organism, it does not stop glowing until it dies. Glow moss requires no special attention other than it be kept wet in order to glow. It is perfect to use as a torch wrapped around a stick.

3841.06 MATHIN

COST: -:- ENC: -:- AVAIL: -:-

Mathin is a Blount concoction which smells so bad that it decreases a character's Dexterity and Aim by 10 points just for smelling it. Direct exposure to this vile odor causes the additional damage of 20 Stamina points lost. Blount do not sell this limilate and its recipe is unknown to creatures of other races.

3841.07 TAUTHAU:

COST: 12 GL ENC: 4S AVAIL: C-

The gas given off by this limilate has the peculiar property of incapacitating Trarch. No other creature is in any way affected by tauthau. One whiff is all it takes to knockout a Trarch for several hours.

3841.08 QUETH: +15 STA

COST: 2 GM ENC: 4S AVAIL: C

Taken internally, queth adds 15 points to a creature's Stamina for 6 hours. Many usages of queth may be taken, each adding the same to Stamina, but after two usages, the user will start to shake a bit and will sweat feverishly.

3841.09 VERTH

COST: 1 GM ENC: 4S AVAIL: B+

The verth limilate increases a creature's Hit Points by 10 for a 1 hour duration after which time its effect wears off. Thus, creatures which are bleeding to death or are suffering from extreme pain can be made mobile and active for a short period of time.

3842 POISONS

3842.01 AMMATHAC

COST: 2 GC ENC: 4S AVAIL: F+

This green liquid inflicts a temporary form of insanity. The drinker's actions will seem a bit odd for the first few minutes, after which time complete and utter insanity will set in. Loud, violent behavior will take over the victim's personality for 48 hours.

3842.02 KEPORRIC: SLEEP

COST: 3 GM ENC: 4S AVAIL: C-

Keporric is a blue fluid taken from a leaf which grows in the Temauntro wilderness. Within 10 seconds of their first sip, victims of this tasty sauce will be fast asleep. The taste of keporric is not too bad actually. Both Crugar and Ramian are immune to the effects of this poison.

3842.03 KOSS:DESTROYS WILL

COST: 5 GC ENC: 4S AVAIL: D-

This poison eliminates the willpower of a creature. For the hour after ingesting koss, a creature will obey any orders put in an understandable language. A poison resistance roll must be made when koss is used. If the character's level or lower can be rolled on a D20, then the effect of the poison has been fought off. Thus, a level 0 character will always fall prey to this powerful liquid.

3842.04 QUILL:KILLS

COST: 1 GS ENC: 4S AVAIL: F-

One taste of this poison inflicts 250 Hit Points of damage to any creature. Victims will feel very little before their eyes shut for the last time. Quill is very rare and precious; it is extracted from a Ramian herb called Quoblo.

3842.05 TALNISPON:WEAPON POISON

COST: 2 GC ENC: 4S AVAIL: D

This is the generic poison placed on swords and arrows. If the weapon penetrates the skin, the poison takes effect, inflicting Hit Point Damage. The strength of talnispon varies from sample to sample, but it never inflicts more than 20 points damage per application. The cost of 2 Gemclusters assumes a poison level of 10. Shift this price accordingly.

3842.06 VIRN:HARNESS

COST: 5 GC ENC: 4S AVAIL: C-

Virn, or harness as it is often called, stips the will from creatures, turning them into easily controlled slaves. High level creatures may be able to avoid its effect through sheer will. If the roll of a D20 is less than or equal to the Effective Level of the character, then the harness has no effect. Characters under control will follow most any orders put to them. The though of escape does not cross the mind of a virn victim. One dose of virn lasts for a week. For every month of ingesting this poison, two points will be permanently lost from every characteristic except Education and Social Status.

3843 DRINKS

3843.01 CUTHT:BRONTH FAVORITE

COST: 3 GU ENC: 4S AVAIL: B

This is the favorite drink of Bronth. Cutht is a mild drink that gives creatures extra courage. These effects are quite temporary, but they do make for some interesting brawls. Fortunately, two or more drinks of this liquid slow down reaction time. The above fights usually look more like dances than battles.

3843.02 RUSPER

COST: 2 GL ENC: 4S AVAIL: D+

This rare and highly sought-after drink is a treasure to be consumed very slowly. Similar to a brandy, rusper is the drink of high society Humans. The intoxicating effects of this liquid are quite mild; it is more a social drink than an incapacitant.

3843.03 SCOLIAN RUSPER:BAD RUSPER

COST: 1 GO ENC: 4S AVAIL: B+

This variation of rusper is quite plentiful and cheap. Scolian rusper has a bitter taste not found in the expensive rusper drink. Low-life enjoy this cheap liquid, believing that they are, in fact, drinking pure rusper.

3843.01 TAE-AH:CRUGAR

COST: 1 GU ENC: 4S AVAIL: B

This Crugar blend is composed of mainly dirt and crushed "boji" leaves. Tae-ah has a strong tranquilizing effect that keeps the noise down in Crugar drinking halls.

3843.01 THESPERI:RAMIANS

COST: 5 GU ENC: 4S AVAIL: C+

Thesperi is a Ramain brew that tastes as bad as it smells. Creatures other than Ramian will be totally revolted by the smell of this drink. vomiting, watery eyes, sore throat and other symptoms will become apparent a few seconds after the first sip.

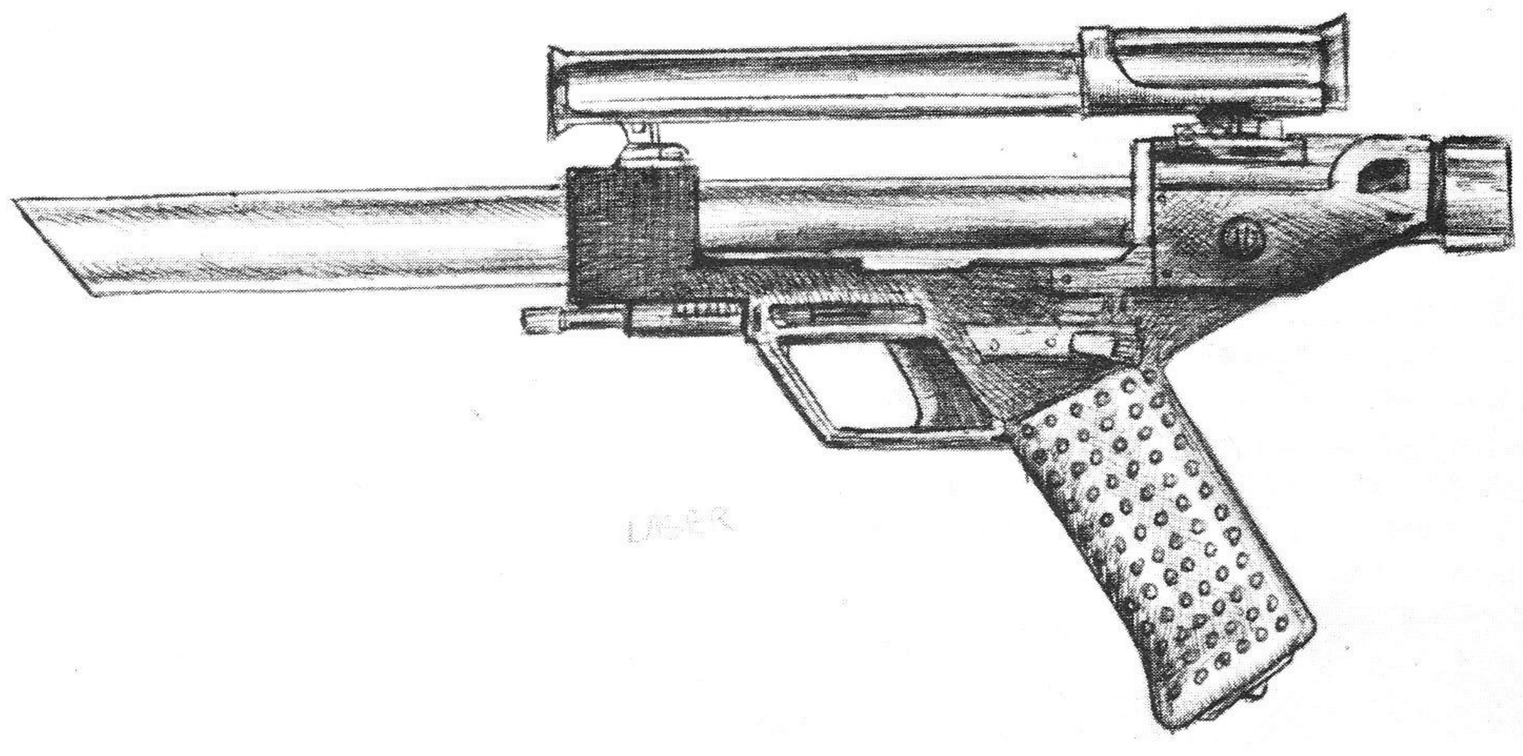
3850 CULTURAL OBJECTS

These items are not functional in any way, but influence game play in a different way. They are objects of cultural signifigance which will alter the responses of some creatures, creating hostility or instant friendship. This list is far from exhaustive. Every society on the planet has items of little functional value which are still considered important.

3850.01 BLOSHT

COST: 1 GL ENC: 4S AVAIL: F+

Blosh are often worn around the neck of Crugar. They are symbols of defiance to Woffen. More than once an innocent character has found a blosh, put it around his neck and been promptly killed by a Woffen. To understand this object fully, some history is needed. Back in the first milenium after man's arrival, the Woffen were struck by a plague which killed them by the thousands. A blosh symbolically states that those who died were chosen by the Tauch-Kie, or leader (the Crugar word for their God), to pay for their evils. Crugar who wear these emblems are usually Woffen haters.



3850.02 COLEEL:SALU WEALTH

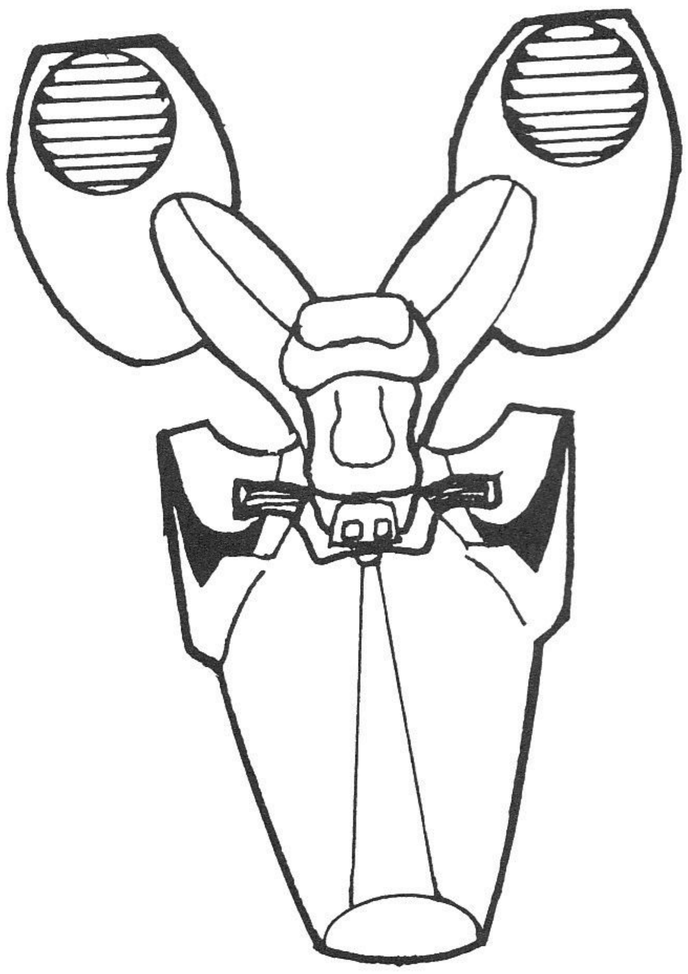
COST: 5 GM ENC: 1 AVAIL: C-

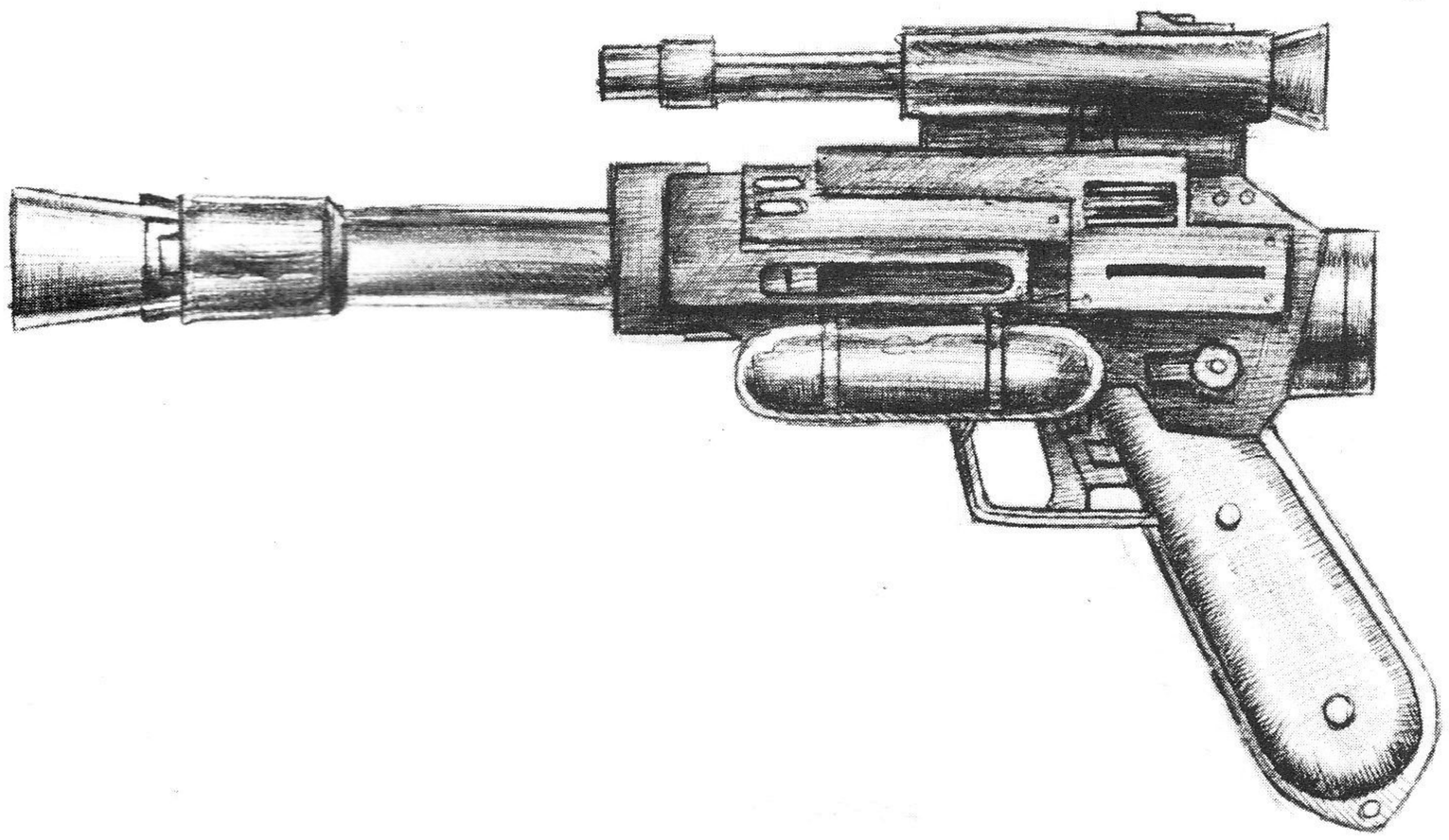
Coleel are beautiful fist sized pearls cultivated by the Salu. They are accepted as currency in many towns and cities. Fancy armor sometimes uses crushed coleel as decoration.

3850.03 SIV ESTON

COST: -:- ENC: 1 AVAIL: -:-

A Siv Eston is a symbol of friendship given to non Togar who have shown themselves to be brave, honest and helpful. More details of this item are located in the description of the Togar, section 2100.18.





4000 ACQUIRED TALENTS

4100 SKILL CLASSES
4200 SPECIFIC SKILLS

Skill Classes require *past* devotion of years to acquire. *Specific Skills* can be picked up here and there, at any time. *Skill Classes* may only be chosen when character sheets are created. New Specific Skills can *always* be learned.

Characters from towns and cities have different backgrounds. While growing up, some characters move from village to town, or visa versa. A roll of 6 on a D6 shows this to be the case. Such characters can benefit from what both cultures have to offer.

4100 SKILL CLASSES

The "C" listed after a skill means that it is restricted to city dwellers. "T" skills are for tribal characters only. Those unspecified are available to both. All costs are in terms of Education points.

4101 **ARCHER**	**6**
4102 **BATTLE TACTICS**	**7 C**
4103 **CAJI SKILLS**	**5**
4104 **COMBAT**	**8**
4105 **ETIQUETTE**	**3 C**
4106 **HEALER**	**6**
4107 **ISCIN:SCIENTIST**	**5 C**
4108 **ORATOR**	**8**
4109 **SHANTHIC COMBAT**	**14 T**
4110 **STALKER**	**10 T**
4111 **THIEF: GITHERIN**	**10**
4112 **TRADES PERSON**	**10**
4113 **TRAINER**	**4**
4114 **TRANSLATOR**	**8**

4101 Archer

Characters of this skill class add 5 points to their Aims. Since early childhood, they have been trained with launched weapons and are now splendidly proficient with them. In addition to this increase in Aim, archers may choose a -1 to hit (minus numbers in combat are good) with either the bow, long bow, or cross bow.

4102 Battle Tactics (CITY ONLY)

These are skills of combat tactics and strategy. Learning such skills instills a sense of honor and dignity in the student. Those who display such characteristics in the eyes of their trainers receive a "rinis" (rye-niss), a small decorative neck band which is a universal symbol of combat dignity. The entire education involved with learning battle tactics is somewhat elite. The "Chawgis" schools are run mainly by elderly warriors, with histories rich in adventure.

In addition to the general bonuses which students of battle tactics acquire, there are special skills for them to choose. These are listeed below, with their cost in Education points. The percentages indicate the chance of characters gaining a bonus due to their special skills.

T4102.00 SPECIAL BATTLE TACTICS

ED PTS:	SPECIAL SKILL:	1ST	2ST	3ND	4RD	5TH	6TH	7TH	8TH
2	LEADERSHIP	30%	40%	60%	80%	85%	90%	95%	98%
1	CHOOSE WARRIORS	10%	25%	40%	50%	-	-	-	-
1	TACTICS: SMALL	10%	20%	30%	40%	50%	60%	70%	75%
2	TACTICS: LARGE	5%	10%	15%	20%	25%	40%	60%	80%
2	FIND WEAKNESS	5%	10%	15%	20%	25%	30%	35%	40%
1	REPORT SKILLS	10%	30%	50%	60%	65%	70%	-	-

SAMPLE

Borv Andran the Boccord has chosen battle tactics as a one of the skills he learned while growing up in southern Ardoth. Spending 6 of his Education points, Borv becomes capable of 3rd tier leadership skills with a 60% chance of having slightly outrageous orders followed without question.

4102.01 Leadership

Skilled leaders are followed without question. The best of these leaders can insire fanatical devotion of their subordinates.

4102.02 Choose Warriors

There is a definite talent and advantage to selecting the cream of the crop. If the referee is able to roll lower than or equal to the character's skill at this, then a creature of outstanding characteristics is chosen. Note that this skill is only applicable when there are a number of possible choices. A dud remains a dud, even if a lucky roll is made.

4102.03 Tactics: Small

This is a skill in organizing small groups of creatures into effective ambush, assault, or quiet exit situations. The roll listed indicates the chance that characters with small scale tactics will give their group an edge towards success.

4102.04 Tactics: Large

Large scale tactics involve the planning and execution of combats involving creatures numbering as much as the thousands. The skill listing is the probability of attaining some special advantage due to the clever thinking of the character.

4102.05 **Find Weaknesses**

Characters with this skill are often able to find weaknesses in constructions, battle plans or installations. The skill listing is the percentage chance of doing just that.

4102.06 Reports

Some creatures have a knack at detailing information they are aware of and paying special attention to those details which always end up being important. The die roll made for characters with this skill indicates whether they notice some pertinent bit of information.

4103 **Caji Skills**

Caji start experimenting with their powers at an early age. Theirs exceed the mutational capabilities of most all **JORUNE** life; Caji have great ability to top into the ebb and flow of free energy of **JORUNE**. Only by constant practice and intense mental discipline can Caji truly exploit the powers within them. Years of labor are spent early on, developing the skill of launching orbs, one of the most neccessary of the Caji abilities. As they grow older, many Caji become capable of launching bolts, neccessary to manifest some of the most powerful mutational powers.

As Caji age, their minds become more responsive to the **JORUNE** energy; they become better able to drain off a bit of the ambient energy surrounding them. At the same time, their minds become more powerful from the daily exercizes which they put themselves through. If Caji are to remain proficient at their skills, they must spend at least one day a week practicing the formation of orbs and bolts (assuming they have these capabilities). If these steps are not taken, orb and bolt skills will be lost and future attempts to dispell energy in a precise form will result in wildly diffused energy spewing from the Caji's hands. This stage reached, the Caji can only regain the skill on a roll of 6 on a D6 for each week of serious effort.

In addition to practicing once a week, Caji routinely expend all of their energy every day or so. This is not usually by choice. When their bodies have spent too much time in a tense, high energy state, they start to bleed energy off naturally, a discomforting process which usually occurs when they are most relaxed in a deep sleep. Caji sleeping patterns are thusly different from those of other creatures. Slumbering Caji have been observed giving off colorful static discharges of energy late at night.

The skill to create orbs requires 5 points, to create bolts, 10 points. Caji characters add 1 to their Effective Level.

4104 **Combat Skills**

Characters with combat skills can properly wield each of the hand held weapons with high precision. Although the advantages are significant, the average character with combat skills won't be anything special. Those interested in stratigic warefar, stressing the finer points of positioning and command tactics usually study in the Chawgis schools of Burdoth. This endeavor is listed under the title of "Battle Tactics" and is available only to those growing up in cities.

Characters with basic combat skills add 3 points to their Strengths and Dexterities. In addition, they may choose to be -1 to hit with two of the following weapon groups:

T4104.00 COMBAT SKILLS

ED PTS:	SKILL:	ED PTS:	SKILL:
1	WITH SWORD WEAPONS	1	WITH AXE WEAPONS
1	WITH POLE ARMS	1	WITH MACES & CLUBS
1	WITH MORNING STAR	1	WITH KNIFE WEAPONS
1	WITH FIST & LEGS	1	WITH A STAFF
2	FOR DUAL HANDED COMBAT		

CHARACTERS WITH COMBAT SKILLS ADD:
3 POINTS TO STRENGTH & 3 POINTS TO DEXTERITY

4105 **Etiquette (CITY ONLY)**

Etiquette skills are especially important to those characters of Drenn or Kesht status. **JORUNE** society is very involved with interactions between creatures of different races. Characters with an abilty to skillfully mingle in multi-racial crowds on their own terms stand an excellent chance of being accepted socially. In such status conscious societies, this is an important commodity.

Once the skill class is chosen, more skill points from the Education of the character are used on the table below to deterine the competence of the character at a certain race's social graces. The number of points needed to achieve a higher platau of social adeptedness is listed next to the name of each race below. The first tier of ability gives a character a 50% chance of acting correctly in a social situation. The second tier increases this chance by 10 to a 60% chance. The table below expains the increase in benefit as the points are spent on a race repetitively.

T4105 ETIQUETTE

POINTS:	RACE:	POINTS:	RACE:
1	ACUBON	2	POCNOT
1	BARBARIAN	1	PUNDIT
1	BOUDER	3	RAMIAN
2	BLOUNT	1	SALU
1	BRONTH	6	SHANTHA
1	CAJI	2	THRIDDLE
1	CORASTIN	1	THIVINS
1	CROID	2	TOGAR
2	CRUGAR	2	TRARCH
2	DEMOOR	3	WALLUSK
1	HUMAN	1	WOFFEN
3	KNIK		

50% FIRST TIME TAKEN. +10% EACH ADDITIONAL UNTIL 90%
THEN, +2% EACH ADDITIONAL. 98% MAXIMUM
APPLY PLUS A FEW % IN EASY SITUATIONS, MINUS A FEW % IN
THUS: 1ST TIME TAKEN => 50% 6TH => 92%
2ND => 60% 7TH => 94%
3RD => 70% 8TH => 96%
4TH => 80% 9TH => 98%
5TH => 90%
THUS, CRUGAR ETIQUETTE TAKEN AT THE 9TH TIER (98% CHANCE OF BEING CORRECT DURING A TYPICAL SOCIAL ENCOUNTER WITH THE HIGH STATUS CRUGAR) REQUIRES 18 EXPERIENCE POINTS.

If Cle-Andrithell Lormer chose to use 5 of her Education points on Human etiquette skills, she could bring up her tact in this area to a 90% proficiency.

4106 **Healer**

Healers are characters able to use herbal medicine and basic first aid to help the injured. For each day of medical attention, characters can be healed D4 extra Hit Points of damage. For each day of healing, roll a D6. On a roll of 6 the healer is out of basic supplies and can heal no more than D2 extra Hit Points each day until basic medical herbs can be bought or found.

4107 **Iscin: Scientist (CITY ONLY)**

Iscin are characters with an interest in science. It is assumed that they have spent some time delving into various subject on their while growing up. Talents may include the following:

T4107 ISCIN: SCIENTIST

ED POINTS:	SPECIALTY:	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH
1	BIOLOGY	5%	10%	20%	30%	40%	50%	60%	70%
1	CULTURES (1)	5%	10%	20%	30%	40%	60%	80%	95%
2	DESIGN	5%	10%	15%	20%	25%	30%	35%	40%
2	GEOGRAPHY	5%	20%	30%	40%	50%	60%	70%	90%
2	EARTH TECH	20%	50%	65%	75%	85%	90%	95%	98%
1	GEOLOGY	5%	10%	20%	30%	50%	60%	80%	95%
1	HISTORY (1)	15%	25%	35%	55%	65%	75%	85%	95%
5	MATERIALS	5%	10%	15%	-	-	-	-	-
1	METEOROLOGY	15%	25%	30%	40%	75%	90%	-	-
2	WARP MAPINGS	5%	10%	40%	60%	80%	90%	95%	98%

4107.01 **Biology**

Iscin with a strong emphasis in biology have a good chance of knowing the capabilities and strategies of various intelligent and non-intelligent creatures. Rolling less than or equal to the percentage listed for the tier of biology study results in the referee divulging any information about a creature that the Iscin player might want to know.

4107.02 **Cultures (1)**

This is the ability to know basic rights and wrongs in a culture. Although similar to etiquette skills, this knowledge comes from study not direct observation. The percentage listing indicate the chance that the character is aware of significant views or feelings about a situation involving different cultures.

4107.03 **Design**

Iscin with this skill have a good knak at figuring out a way to design traps, invent new devices (primitive ones usually), and bringing concepts into reality. Basically engineers, Iscin in this field are able to develop simple, straightforward devices on a roll lower than or equal to their tier listing. Modify the percentages for more difficult devices.

4107.04 Geography

Iscin with skills in geography are often able to identify their approximate location on **JORUNE** based upon land marks, mountain ranges, temperature, humidity, and solar angle. The chance of success are listed by tier on table T4107.

4107.05 **Geology**

Geology is a study of the mineral contents of **JORUNE**, its continental structures, and its special terrain types. The chances listed indicate whether the character is able to determine anything special about a region of, say 25 by 25 miles (40 by 40 kilometers). Iscin are often able to determine whether caves are likely in the area and whether there might be any mineral wealth present.

4107.06 **History**

This study involves one particular portion of **JORUNE** history in addition to a good history overview. Legends concerning an area, and special figures in history are known on a die roll less than or equal to the number listed for the Iscin's tier on table T4107.

4107.07 **Materials**

Iscin with materials knowledge are able to forge new metals, create special ropes and fibers, develop methods of armor improvement, etc. No major breakthroughs should be expected early on. Each percentage roll made for success takes six months of the character's time. Referees should apply strick penalties for

4107.08 **Meteorology**

This is the study of **JORUNE** weather patterns. Iscin with this skill are able to predict future weather with some degree of accuracy. If the referee rolls less than or equal to the Iscin's tier index, weather is correctly predicted for about one week. If the roll fails, the character is still provide with a weather forcast, one which is flawed in some way.

4107.09 **Warp Mappings**

Iscin interested in this field of study understand some of the basic theory behind the **JORUNE** warps. The probabilities listed indicate the chance that the Iscin is able to correctly predict the general whereabout of the destination warp based upon empirical formulas devised long ago by Thriddle. It is of course very important that Iscin know with some certainty their location when persuing this endevor. One day worth of calculation is needed to make the neccessary calculations.

The reason that this technology is never certain is that warp mappings are often altered by high some **JORUNE** creatures including Shanthas and Caji. Note that Warp mapping equipment is required to perform this task. A high-tec Earth calculator can reduce the time required to 2 hours.

4108 Orator:Ahdis

Orators are characters capable of influencing others with their words, vocal inflection, and gesticulation while speaking. The probabilities listed below represent the chance that an orator, or Ahdis as they are called (pronounced Ahh-diss), will be able to influence a crowd. Note that the probability is based upon the average level of creatures in the crowd. Wildly unreasonable requests will drastically reduce the Ahdis's chance of success. Note however that the probabilities are never better than those listed.

T4108 ORATOR OR AHDIS

CHANCE OF SWAYING A GROUP OF CHARACTERS OF A GIVEN LEVEL
2 POINTS NEEDED FOR EACH TIER

LEVELS:	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
0	15%	20%	30%	35%	40%	45%	50%	55%	60%
1-3	5%	10%	12%	14%	16%	18%	20%	25%	30%
4-6	-	5%	8%	10%	12%	14%	16%	18%	20%
7-10	-	-	1%	2%	3%	4%	4%	4%	5%
11&UP	-	-	-	-	-	-	-	-	-

4109 **Shanthic Combat (TRIBE ONLY)**

During ages long since forgotten, the Shanthas developed an art of combat based upon their religious and cultural ideals. Although very ritualistic and symbolic, the techniques employed are highly successful. Masters of Shanthic Combat are capable of displaying intensely focused Strength and Speed.

Only characters living in a tribal setting could recieve this type of training. For, Shanthas are rarely interested in engaging themselves with the kjlkjl tendencies of other races. The discipline involved is near devistating for creatures as fickle as Humans, Caji and Baccord. Characters choosing this skill must roll a 6 on a D6 to indicate that they perservered. Those unable to conform to the rigid mental discipline lose 2 Education points and gain no benefits for their efforts. Note that Boccord rarely learn Shanthic Combat skills from Shanthas themselves.

Those able to master Shanthic Combat skills gain 3 points in Speed, 6 in Dexterity, and 3 in Strength. In addition, such characters may select special abilities listed below by using their Education points.

T4109 SHANTHIC COMBAT

ED POINTS:	SPECIAL ABILITY	ED POINTS:	SPECIAL ABILITY
1	BLOCKING	3	LIGHT SWORD
3	EVASION	1	STRIKING HAND&FOOT
2	LEAPING	1	USE STAFF

4109.01 **Blocking**

Characters with this skill are able to block with an ability 2 points better than normal using any hand-to-hand weapon.

4109.02 **Evasion**

This is an ability to evade at four times a character's Dodge Bonus instead of three times. Students of Shanthic Combat never fall when making evades.

4109.03 **Leaping**

Characters learning this discipline are able to leap and hurl their bodies further than normally possible. Jumps of double normal distances are common. Damage taken from falling is divided by three as well.

4109.04 Light Sword

The Shanthas employed light, agile swords for use in combat with lightly armored opponents. Where speed in fighting was a neccessity these weapons were almost always used. Those trained in this skill are able to wield this weapon twice each combat round. In the hands of experts, they inflict an extra two points of damage.

4109.05 **Striking Hands and Feet**

Shanthas were quite capable fighters when neccessary. Their skill at striking with their hands and feet allows them to inflict triple normal damage. Four such attacks may be made by hands each round, two by legs; each will be -3 to hit.

4109.06 **Use Staff**

Trained to use this weapon with the agility of Shanthic warriors, characters are able to strike twice per round with staff weapons, and block at +3 of normal. Add 3 points to the damage done by such attacks.

4110 **Stalker (TRIBE ONLY)**

Stalkers are characters who, in living under wilderness conditions have picked up a few helpfull skills. Such characters add 4 points to Speed, Dexterity and Stamina. In addition, they may select special skills from the following table:

T4110 STALKER SKILLS

ED POINTS:	SPECIAL SKILL:	NONE	1ST	2ND	3RD	4TH	5TH
1	MOVE QUIETLY	25%	+5%	+10%	+20%	+40%	+55%
1	CAMOUFLAGE	+0%	+5%	+10%	-	-	-
2	THROWN WEAPONS		3	CLIMBING SKILLS			

4110.01 **Move Quietly**

The basic chance of being able to move quietly through an area under some sort of survailance is 25% chance of success for each character. creatures with this skill are able to better their chances by means of silent, well coordinated movement. The bonuses listed under each tier of ability are added to the base 25%

4110.02 **Camouflage**

This skill complements the Move Quietly skill mentioned above. Add the bonus listed to the base 25% chance of success. Materials used for camouflaging range from branches to moss to rocks.

4110.03 **Thrown Weapons**

After years of hunting, characters develop a certain sense of balance with knives. Stalkers with this particular ability are -1 to hit with knives.

4110.04 **Climbing Skills**

Characters with this ability are able to climb trees and rocks quickly and with relative safety.

4111 **Thief: Githerin (CITY ONLY)**

Thieves are characters raised under harsh circumstances. The skills they picked up center around stealing and tricking. Although generally deemed ruthless, they can also be loyal and friendly. They have a bad reputation in towns and cities. Rarely if ever are these characters allowed entrance into citadells. Interestingly enough, they will gladly identify themselves by their profession's name, Githerin, or "abductors."

These characters add 3 points to their Aim, Stamina, and Dexterity.

T4111 GITHERIN

ED POINTS:	SPECIAL SKILL:	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH
1	ABDUCTION	15%	20%	25%	40%	60%	75%	85%	95%
2	GET LOST(15%)	20%	40%	75%	90%	-	-	-	-
1	LIE(20%)	50%	75%	85%	90%	95%	-	-	-
1	LIE CAJI(0%)	5%	10%	15%	40%	60%	80%	90%	95%
1	QUITE(25%): +	5%	10%	20%	40%	55%	-	-	-
1	PICK LOCKS(5%)	10%	25%	40%	60%	80%	90%	95%	-
1	SCALE WALL(25%)	30%	50%	85%	95%	98%	-	-	-
2	STEAL(10%)	40%	50%	60%	80%	90%	94%	96%	98%
1	TORTURE(40%)	60%	80%	90%	94%	96%	98%	-	-

4111.01 **Abduction**

This is a skill at subduing, binding and removing creatures without causing a bit to-do. The listed percentage represent the chance of a character abducting an unguarded creature with medium weaponry and armor.

4111.02 **Get Lost**

This is a very important skill for those who might be chased down busy city streets and passages, or those who are attempting escape. The listed percentages indicate the chance that the character will be able to avoid detection for a few minutes at which time the check is re-rolled.

4111.03 **Lie Convincingly**

Characters with this skill are able to convince most creatures that they speak the truth. The two listings on the table above are for 1) average listeners, and 2) creatures with the detect lie ability described in section 2401.02. Obviously, the creatures with Detect Lie will be less easily manipulated by the Githerin's clever words.

4111.04 **Move Quietly**

This is a skill which requires good coordination and agility. The percentages listed indicate the chance that the character will be able to move passed a casually observed location avoiding detection.

4111.05 **Pick Locks**

This activity requires a one minute attempt (30 rounds) and some basic metal and wood tools. The listed percentages indicate the chance of success.

4111.06 **Scale Walls**

Often in their line of work, Githerin need to scale walls and climb structures. With just a bit of practice, they can become quite accomplished. The percentages listed indicate the chance of success. Referees will randomly determine distance of fall if the attempt fails. There is a 50% chance that a Githerin will give up an attempt if a failure is imminent.

4111.07 **Steal Possessions**

Githerin with this talent are comperable to the "pick pockets" of Earth. They fake some gesture, or bump into their victims accidentally. The listed values indicates whether they succeed or not. Failures may result in very hostile responses. Few creatures respond cooly when they find articles of theirs stolen.

4111.08 **Torture**

Characters with this awful skill are very successful at extracting information from their victims. The slow pain they inflict causes no perminant damage, but convinces most creatues to speak freely. Although loyalty varies from creature to creature, from race to race, the percentages listed for success above are quite approximate.

4112 **Trades Person**

Many characters spend their early years learning a trade. Although not terrifically exiting, such skills are often valuable. The following is a list of trades which the character may have learned.

T4112 TRADES PERSON

ED POINTS:	TRADE:	ED POINTS:	TRADE:
5	ADMINISTRATION	6	RELGION
4	ARMOR SMITH	8	TRADER
3	BUILDER	10	WEAPON CRAFTSPERSON
4	GROWER	5	WRITER

T4113 TRAINER SKILLS

ED POINTS:	SPECIALTY:	TIME:	ED POINTS:	SECIALTY:	TIME:
3	BOCHIGON	1YEAR	4	TALMARON	2YEAR
5	LIZOGOTH	6MTHS	2	TARRO	4MTHS
1	PIBBER	1MNTH	2	THOMBO	8MTHS

4112.01 **Administration**

Characters with skills here can cut through the red tape immediately. Their knowledge of JORUNE burocracy can help them anywhere rules, laws, or procedures are required.

4112.02 **Armor Smith**

Characters with this skill have spent years crafting various armors and designing clothing. They understand many of the secrets involved in working different materials such that they can be used as armoring. Their talents as clothing designers should not be underestimated.

4112.03 **Builder**

This skill entails knowledge from the ground up on some sort of construction, perhaps tunnels, buildings, ships, carts, etc. The player character must generate the specifics.

4112.04 **Grower**

Much like yester year's farmers, growers on JORUNE are responsible for much of Burdoth's food supply. Many growers live isolated, self sufficient lives. Their knowledge of various plants, soil types and seaonal effects upon creatures and plants is tempered with years of experience.

4112.05 **Religion**

JORUNE'S peoples believe in a variety of dieties. Although many of the religious views and their overtones have remained from various Earth cultures, most have changed drastically. Characters with a background in this topic are familiar with many of these belief systems. They are generally well read and respected.

4112.06 **Trader**

Characters who grow up in an environment heavily involved with trading, dealing, buying and selling eventually develop a talent at this themselves. Such characters will be provided with hard and fast information from the referee as to the value of deals being made. Traders also have an uncanny ability to scrape up normally unavailable items (add two to their die rolls when checking for availabilities on table T3000D).

4112.07 **Weapon Craftsperson**

Characters with this skill are able to create weapons from scratch given the proper tools and materials. Broken weapons can be repaired and existing weapons honed, and enscribed. This is a highly honored profession on JORUNE. Trarch create some of the best balanced blades anywhere. They enjoy speaking to characters from backgrounds in this field (note that they will quite probably consider their work markedly superior).

4112.06 **Writer**

Writers are in some bit of demand in Burdoth. High ranking Kesht adventurers often hire writers to make logs of their travels and journeys. Although lucrative, such work is often quite dangerous. The status of writers (and poets for that matter) in Burdoth society is not to be under rated. On hearing that a writer is present, creatures of many races often act as if they were on film. Although written material is only reproduced with difficulty (the modern press is non-existent, but a basic photography has been developed using base chemicals extracted from Temauntro Nichndree bark) Thriddle often memorize entire volumes of written text, reciting them for pay.

4113 **Tainer**

Characters trained in this area are able to domesticate or train certain creatures. Because of the danger involved in training possibly animals, Trainers receive an extra 2 points of Dexterity. Table T4113 contains a list of animal training specialties.

T4113.00 TRAINER SKILLS

ED POINTS:	SPECIALTY:	TIME NEEDED	ED POINTS:	SECIALTY:	TIME NEEDED
3	BOCHIGON	1YEAR	4	TALMARON	2YEAR
5	LIZOGOTH	6MTHS	2	TARRO	4MTHS
1	PIBBER	1MNTH	2	THOMBO	8MTHS

4113.01 **Bochigon Training**

These creatures are, at best, difficult to train. Their dominant personalities will prevail over their trainers unless they are treated by the time tested doctrines of "Thodi," which has shown remarkable success with these powerful transports.

4113.02 **Lizogoth Training**

Only marginal training is possible with lizogoth. Their small brains have trouble remembering even the most simple of instructions. The training period for this creature is short only because the training attempt is usually so minimal.

4113.03 **Pibber Training**

These creatures are remarkably easy to train when they feel like cooperating. They already have the ability to speak (many langauges in fact), but often suffer from manifold personality problems. Their training includes teaching them different helpful skills, like keeping watch, scouting ahead, climbing trees, speaking in only one language at a time, etc. Found in nature, pibber are clumsy or incapable of each of these tasks. Trained or not, pibber often end up in the hands of children, adults often become too disgruntled to remain among these creatures for very long.

4113.04 **Talmaron Training**

Talmaron training is a difficult, dangerous, time consuming process, but its result bring a high price. Trained talmaron are in high demand; biddings are common for these talented flyers. For each of these creatures trained, there is a 2% chance of injury of some type, probably from falling off of the creature while flying.

4113.05 **Tarro Training**

Tarro are often trained for the rich as hunting guides. They make excellent guards and pets. Although Incapable of speech, these creatures can be taught to display different expressions representing ideas such as "Creatures nearby" or "Hungry." Any benefit brought by the tarro will quickly lose its value should the creature decide to screetch. This painful wailing sound will turn heads and spur creatures to cover their ears, useful when these creatures are on watch duty.

4113.06 **Thombo Training**

Most trainers are involved with this line of work. Thombos are interesting in that they need not be trained from a young age. It is possible to capture a thombo in the wild and transform it into a splendid riding creature in a short time. These docile bipeds are difficult to train only for their lack of intellect. They are highly cooperative.

4112 **Translator**

Translators are characters with a knowledge of various languages and their grammatical structures. Characters with these skills are able to pick up on new languages quickly because they already understand many language concepts. It is assumed that translators are able both speak, read and write a language they know. The following is a list of all languages and their costs in Education points. Entren is assumed to be known by all beginning player characters. Translators receive D6+10 extra points which may **only** be used for skills.

T4114 LANGAUGES

ED POINTS:	LANGUAGE:	ED POINTS:	LANGUAGE:
2	ACUBON	2	PUNDIT
2	BLOUNT	4	RAMIAN
4	BORU(BOUDER)	2	SALU
3	BRONTH	4	SCARMIS
5	CLEASH	21	SHANTHA
1	CORASTIN	9	THRIDDLE
1	CROID	2	THIVIN
3	CHAUN-TSE(CRUGAR)	2	TOGAR
4	DEMOOR	1	TRARCH
5	KNIK	2	WALLUSK
5	POCNOT	2	WOFFEN

ALL CHARACTERS SPEAK ENTREN. READING AND WRITING COSTS
1 POINT FOR TRANSLATORS, 2 POINTS OTHERWISE.

TRANSLATORS PAY NORMAL COSTS IN EDUCATION POINTS.
NON-TRANSLATORS PAY DOUBLE COST IN EDUCATION POINTS.

4112.01 **Acubon Language**

Acubon are creatures living in fresh water streams and rivers. Their language makes heavy use of click-and-pop sounds. Although it travels well through water, this language difficult to use in an air environment.

4112.02 **Blount Language**

Blount are swamp dwellers with amphibious, Humanoid bodies. They speak a language which shares many common traits with sounds made by lizards, snakes and other swamp dwellers. Their throats quiver as they speak.

4112.03 **Boru Language**

Bouder speak a language called Boru. These small creatures live in rock silos isolated from contact with others. Their language is not as complex as a multitude of jokes make it out to be. This rythmic tongue can be learned quickly by those willing to put in the effort.

4112.04 **Bronth Language**

Bronth are large intelligent descendants of the bears of Earth. They boast a large realm to the east of Bordoth. Their language is one of the most common on JORUNE. Many historical and battle oriented material is enscribed in Bronth. This language is very similar to the Woffen tongue. If chosen, Woffen is 1 Education point easier to learn. If Woffen was already chosen, Bronth is 1 Education point easier.

4112.05 **Cleash Language**

Cleash are the inimicable race of insect like creatures which make their homes in the far northern ice fields. Few creatures are interested in learning this tongue from the Cleash themselves (these creatures often hostile) and resort to Thriddle "Fadri" (teachers). This is often difficult as Thriddle dislike communication in this tongue.

4112.06 **Corastin Language**

Hardly an effort, learning the language of these tall, semi-intelligent creatures is more of a vacation. The sounds are crude and slow; a minimal structure is used.

4112.07 **Croid Language**

Croid are large huntched creatures which speak a language of grunts and slarly sounds. Although efficient at communication, their language contains few words. Croid sounds are often imitated to scare children.

4112.08 **Chaun-Tse Language**

This is the language of Crugar, creatures descended from Earth cougars. Their speech consists of thick, chewy snarls, broken growls and an occasional hiss. This language is commonly spoken in and around the Burdoth-Temauntro boarder area.

4112.09 **Demoor Language**

Demoor are intelligent creatures with flying capabilities. They live tribally in forested regions. Their language is slow and drawn out. It makes use of low tones intermixed with snappy sounds.

4112.10 **Knik Language**

These flying creatures speak a language almost devoid of vowels. Other races have difficulty learning it. Its sounds are rough and broken. Knik are usually violent and live in highly mountainous areas.

4112.11 Pocnot Language

Pocnot are small creatures which live in forestes regions. Their speech is clear and melodic; the complexities of the Pocnot language are made up by the language's pleasant sound.

4112.12 **Pundit Language**

These creatures live in a realm to the south west of Burdoth called Drail. These creatures are very friendly and outgoing. Their language is very polite and tasteful. The way the language is structured, it is very difficult to speak offensively. Those new to the language need not worry about errors in their speech.

4112.13 **Ramian Language**

The tall, silent Ramian speaks its occasional words in a coarse blend of hard, thick sounds which rely heavily upon the throat. Creatures learning this tongue cannot speak Ramian for long without injuring their throats.

4112.14 **Salu Language**

Salu are a creature of both fresh and salt waters. Their language is rather straight forward, but employs some highly naseled sounds.

4112.15 **Scarmis Language**

The Scarmis is an intelligent form of insect life. These creatures speak a language of hard clicks and hush sounds.

4112.16 **Shanthic Language**

These creatures were one of the original forms of intellgent life on JORUNE. Their soft, flowing language is unfortunately impossible for other creatures to speak. The written form is, however difficult, possible to learn. The description of the Shantha, section 1100.18 contains more information.

4112.17 **Thriddle Language**

These small creatures are known for their two separate eye stalks and for their mastery of languages. Although their own tongue is complex, many creatures choose to learn it because this capability greatly impress Thriddle. The language's structure is very complex and repetitive. After speaking this tongue for a while, creatures often repeat words or entire sentences, lapsing into the stlye of Thriddle speech.

4112.18 **Thivin Language**

Thivin are best known for their trading abilities and their musical talents. Their language is a soft, graceful combination of light, tongue inflected sounds. The sound of the letter K is completely absent from their speech.

4112.19 **Togar Language**

This simple, loud language is spoken by the large, powerful Togar. Their tongue is highly combat oriented. Their speech carries with it quite an impact.

4112.20 **Trarch Language**

The Trarch are renound at their craft, making weapons and armor. Their language is very similar to Entren, but includes sounds easier for their throats to produce.

4112.21 **Wallusk Language**

These slow, lethargic creatures speak slowly and without much interest. Their communication talents lie in their writing abilities. Wallusk speak a language devoid of hard and soft sounds. Their tongue is drab and appeals to few creatures.

4112.01 **Woffen Language**

Woffen are creatures based upon the ancestory of the Earth wolf. Their language is very similar to Bronth. If Woffen is spoken, the Bronth language will require 1 less Education point to learn. The reverse is also true. If Bronth is spoken, Woffen is 1 Education point easier.

4200 SPECIFIC SKILLS

These are skills easily learned. They enhance the quality of a character and round out their experiences. The number to the right of each skill is the number of Education points needed. The capital letter B indicates that the listed skill may only be chosen by player characters creating their character sheets. The B skills may not be chosen as characters progress in Level.

4201 **ACCOUNTING**	**1**
4202 +1 **ADVANTAGE ROLL**	**7**
4203 +1 **CRITICAL ROLL**	**7**
4204 **BIOLOGY**	**x2**
4205 **COOK**	**2B**
4206 **CULTURES**	**x2**
4207 **DANCE**	**2B**
4208 +1 **EFFECTIVE LEVEL**	**3**
4209 **ETIQUETTE**	**x2**
4210 **FAMILIAR WITH WEAPONS**	**3B**
4211 **FLY TALMARON**	**5**
4212 **HERBALIST**	**2B**
4213 **HISTORY**	**x2**
4214 **LANGUAGES**	**x2**
4215 **MUSICIAN**	**2B**
4216 **RIDING SKILLS**	**2**
4217 **SHIP SKILLS**	**2**
4218 **SWIMMING**	**1**
4219 **VOCAL MUSIC**	**2B**

4201 +1 **Accounting**

Characters educated in this art are able to balance books, tabulate *anything*, basically, organize and record.

4202 +1 **Advantage Roll**

With much combat practice, creatures improve their stance in combat and are able to position themselves in more advantageous ways. Each time this skill is taken, players add 1 point to each Advantage roll they make. The maximum bonus for Humans, Caji and Boccord is +6 to Advantage.

4203 +1 **Critical Roll**

As characters progress, they begin to have a better feel for the bodies defenses and vunerabilities. Over time, it is possible to develop an accuracy for vital organs and vulnerable locations. Each time this skill is taken, players add 1 point to their Critical Hit roll in combat. The maximum bonus allowable for Humans, Caji, and Boccord is +6 to Critical Hits.

4204 **Biology**

Characters learning about creatures in their environment in a casual way learn more slowly than an Iscin attempting the same thing. Their abilities may never exceed a 50% competance. Section 4107 contains information about the skills of Iscin studying biology. Section 4107.01 describes this talent.

4205 **Cook**

Characters raised in an environment where they needed to cook for themselves or where fine cooking is appreciated may have learned some of the fine points to this art. Food prepared by characters of this skill tastes better. Many believe talented food preparation as honorable a proffession as healing.

4206 **Cultures**

Characters trying to learn about cultures without Iscin skills learn more slowly, and require twice (x2) the number of Education points listed on table T4107. Section 4107.02 describes the advantages to this skill. Maximum ability may not exceed 60%.

4207 **Dance**

Dances are skilled in graceful dispalys of bipedal footwork. Dancing is considered of great social recreation in many of the Kesht communities of Burdoth.

4208 +1 **Effective Level**

By spending a little time each day, creatures can learn to resist offensive energyies such as those in Spinner orbs and Power holds. The time set aside for this enhancement is called "timinos."

4209 **Etiquette**

Characters not taking the Etiquette skill class described in section 4105 pick up such abilities slower than their better educated counterparts. Etiquette skills from section 4105 may be chosen, but at double (x2) their listed costs in Education points. Proficiencies may not exceed 80% on any culture.

4210 **Familiar with Weapons**

Characters with no formal combat experience often spend a bit of time getting used to different weapons. This skill enables a character to use: morning stars, bows, throwing stars, and energy weapons without suffering any penalties. Without such a skill, morning stars are +2 to hit, bows require an extra round to load and are +2 to hit, throwing stars can be used only as rocks, and energy weapons fire half as often, also at +2 to hit.

4211 **Fly Talmaron**

Without this skill, there is a 65% chance of serious injury or death occuring whenever the character flys a talmaron.

4212 **Herbalist**

Herbalists are familiar with the variety of herbs and roots which are used for drinks, limilates, and fine food.

4213 **History**

Characters interested in will learn more slowly than Iscin studying the same subject. Double (x2) the Education point requirement for increased ability in history listed on table T4107. More information about the skill is located in 4107.06. No greater than a 75% knowledge is permitted.

4214 **Languages**

Characters interested in learning languages may select any of those on table T4112, but will have to spend double the number of Education points listed. Only the ability to speak the language is learned; reading and writing requires again the number of points needed to speak the language.

4215 **Musician**

Characters with musical skills are able to play various instruments. Read the description of the Thivin from more information about **JORUNE** music.

4216 **Riding Skills**

Even the large bochigon is easy to control for characters of this skill. When riding thombos or bochigon, an extra 5 meters per round can be coaxed out of either of these beasts.

4217 **Ship Skills**

Characters with this skill are able to make themselves useful onboard a ship. They can often exchange their travel for hard at sea.

4218 **Swimming**

Without taking this skill, it is assumed that characters are unable to swim. With this skill, it is possible to swim a good distance or stay afloat a few hours.

4219 **Vocal Music**

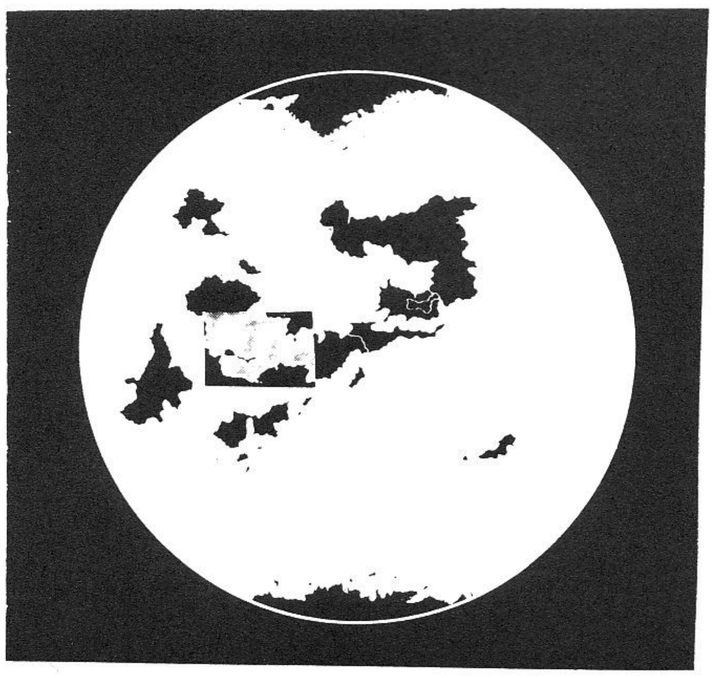
Characters with this ability are able to sing verse or song, with or without musical accompaniment. This talent is greatly admired in all of the various social status of **JORUNE**.

CHAPTER 4: AID

1000 **CREATING A CAMPAIGN**
2000 **INDEX**

1000 CAMPAIGNS

1100 **PLOT & CHARACTERS**
1200 **MAJOR EVENTS**
1300 **MAPS**
1400 **REWARDS**
1500 **WEATHER & MOVEMENT**
1600 **ENCOUNTERS**
1700 **TOWNS**



1200 MAJOR EVENTS

In any *good* story, something happens. It might not be violent, or threaten lives, but it inspires the players to take some sort of action. Don't fill campaigns with too many important events. Pacing is very important. Interaction with the NPC's is more important than cramming every moment of gaming with some star-spangled event.

1300 MAPS

If maps are needed, it's a good idea to draw down the basic path you expect the players to follow so that encounters and weather can be more accurately predicted.

1400 REWARDS

This is the spot where most referees fall over their thumbs. A common myth is that players can be kept happy by giving them all sorts of solid-gold goodies. **WRONG**. By loading characters up with all sorts of great Earth technology and Shanthic goods, the sense of challenge is lost. When the referee gives the game away, they players know it. They might enjoy getting the stuff for a while, but when they realize that the referee won't kill their characters off (regardless of what they do), and that they haven't had to think or work for their goods, interest will be lost. Remember, it's better too little rather than too much.

Unfortuntely, the reverse is sometimes true. Stingy referees who try to kill of their players make the game more of a contest between the players and the ref. The problem ususally stems from the referee wanting to protect innocent non-player characters from the senseless slaughter of the players.

1500 WEATHER & MOVEMENT

Roll the weather (section 1100 in chapter 2) a month or so in advance so that the campaign can take this element into effect. Plot the player's predicted travel so that weather and location can be matched.

1600 ENCOUNTERS

Once the plot, major characters, and major events are finished, it's a down-hill ride. Fill in the sections between major events with the encounters section of chapter 2. If you try to create each encounter out of your head, you're bound to get stale.

1700 TOWNS

When players enter towns or cities, be prepared. Find out a little about the town by means of the 2D6 rolls mentioned above. Ask questions like, "What do they think of Thivins here?", or "Are there any cleps in this town?" Determine randomly the population of the town, based upon its distance to borders and terrain types.

(G)=LISTED IN THE GLOSSARY IN THE BEGINNING OF CHAPTER 1

ADC: Adjusted Characteristic. 1.5700
AHDIS:An orator or fine speaker: 3.4108.
AIM(AIM): 1.5417
ARDOTH: Capital city of the realm Burdoth. (G), 1.7701.01
ARMOR COST MULTIPLYER: 1.5840
BOCCORD: (G), 1.5130
BORU: Bouder language. 3.1100.04, 3.4112.03
BURDOTH: The realm of humans. (G), 1.7100, 1.7701
CAJI: (G), 1.5120
CHARACTERISTICS: (G), 1.5410
CHAUN-TSE: Crugar language. 3.1100.10, 3.4112.08
CHEN-ICHI: Crugar religion. 3.1100.10
CHIVEER: Violent period of a Ramian's life. 3.1100.17
CLECH: Taxation. 1.7701
CLEP: An inn; a place to sleep. 1.7510
CONSTITUTION(CON): 1.5411
DESTI: A moon of JORUNE. 1.7250
DEXTERITY(DEX): 1.5414
DICE:(G)1.4000
DIE ROLLS:(G),1.4000
DIYORDA: Law breaker: 1.7701
DRAIL: A realm to the south west of Burdoth. 1.7702
DU: A moon of JORUNE. 1.7230
EARTH:(G)
EBBA: A moon of JORUNE. 1.7220
EDUCATION(EDN): 1.5415
EFFECTIVE LEVEL & ELEVEL: 1.5820
ENTREN: The most common language in Burdoth. (G), 3.4112
GAUTHI: A form of Thivin rug. 3.1100.21
GAUMEN LENK: 1.3600
GITHERIN: A thief. 3.4111
GOBEY: A moon of JORUNE. 1.7240
H-OOMANS: Shanthic pronounciation of "Humans." 1.2000
HERIS: A common punishment for diyorda (criminals). 1.7701
human: Uncapitalized, any creature descended from the humans of Earth.
HUMAN: (G), 1.5110
INCLEP: Shop or a store; often a trading post:(G)
INTELLIGENT CREATURES(ROLLING): 2.2100
INTELLIGENT CREATURES: 3.1100
ISCIN: (G), 1.2000, 3.4107
JORUNE: (G), 1.7100
KADIJA RHEN JORUNE: Earth scientist credited with the planet's discovery. 1.2000
LAUNTRA: 1.7260
LEESH EBEECA: Shanthic for "The Dying Time." 1.6000
LEVEL: 1.5820
LIMILATE: Drugs:(G),3.3841
LINIKN: Knik leader. 3.1100.14
LIRGIN: 3.1200.05
LOAD MASS: 1.5850
LOGUS: The name of the 20,000 person colony from Earth. (G), 1.2000
LUNDERE: Realm of Woffen; it is located far to the east of Burdoth. 1.7703
MEDALLION: (G), 3.3420
MOR LORD: A political rank in Burdoth. 1.7701
MUTATIONS: (G), 3.2000
NININDRUE PLAGUE SLAYINGS (15th CENTURY P.C.): 3.1100.26
NON-INTELLIGENT CREATURES(ROLLING): 2.2300
NON-INTELLIGENT CREATURES: 3.1200
NON-PLAYER CHARACTER:(G)
NPC:Non-Player Character:(G)
P.C.:Post Colony History-(G)
REALM: 1.7501
RECOVERY(STR): 1.5413
ROS CRENDOR: 1.7705
ROUND:(G),2.5000
SCANCHI: Togar religion. 3.1100.23
SHAL: A moon of JORUNE. 1.7210
SHANTHAS:(G), 1.2000, 1.6000, 3.1100.17
SHENTERS: 3.1100.26
SHO-CAUDAL: Shanthic name for the planet JORUNE. 1.6000
SIV-ESTON: 3.3850.03
SOCIAL STATUS(SOC): 1.5416
SPEED(SPD): 1.5418
STAMINA(STA): 1.5419
STRENGTH(STR): 1.5412
TAUCH-KIE: Crugar leader. 3.1100.10
TAUTHER: 2.2120.09 TEMAUNTRO: A large Crugar infested wilderness region located north-west of Burdoth. It is under no lasting rule. 1.7704
THOMBO: The most common riding creature. (G), 2.1221, 3.1200.22, 3.3610.03
THRIDDLE:(G), 3.1100.18
TIRICTYVE: 3.1200.02
TOTHIS: (G), 1.2000
TRA: A moon of JORUNE. 1.7270
TUMBERNAW: 3.1200.08
VOLIGIRE: A large Ramian realm north of Lundere. 1.7706
VORIC LORD: A Burdothian political title. 1.7701
WARP FACTOR: 1.5870
WEAPON COST MULTIPLYER: 1.5842
WILD-INTELLIGENT CREATTRES (ROLLING): 2.2200
YORDS: Laws. 1.7701
YOSHTAR: Capital of Lundere. 1.7703, 3.1100.26.

CHARACTER | SKY REALMS OF JORUNE | SHEET

PERSONAL DATA

PLAYER'S NAME:
DAY STARTED:
RACE:
AGE:

CHARACTER'S NAME:
REFEREE:
ORIGIN:
HEIGHT/WEIGHT:

CHARACTERISTIC SECTION

CONSTITUTION : ADC:
STRENGTH : ADC:
RECOVERY : ADC:
DEXTERITY : ADC:
EDUCATION :
SOCIAL STAT : ADC:
AIM : ADC:
SPEED : ADC:
PSUD POINTS :

LEVEL:
EFFECTIVE LEVEL:
ADVANTAGE BONUS:
CRITICAL BONUS:
ARMOR/WEAP MULT:
MAXIMUM MASS:
LOAD MASS:
MOUNT:
PVC:

MATERIALS

WEAPONS:	L	Q	M	ITEMS:	L	Q	M	ITEMS:	L	Q	M

SPECIALTY | SKY REALMS OF JORUNE | SHEET

PERSONAL DATA

PLAYER'S NAME:
DAY STARTED:

CHARACTER'S NAME:
REFEREE:

ARMOR

SUIT:	HELMET:
SHIRT:	LEGS:
NECK:	CHEST:
ARM GRDS:	GNTLET:
GRIEVE:	SKIRT:
BOOT:	SHIELD:

SKILL CLASSES

LANGUAGES

MUTATIONS

NAME:	RSLT	V	P	L	R

TOTAL VALUE POINTS:

CHARACTER HISTORY

TALLY | SKY REALMS OF JORUNE | SHEET

PERSONAL DATA

PLAYER'S NAME:

CHARACTER'S NAME:

MONEY

GEMULES	GEMLOCKS	GEMLINKS	GEMS	GEM CLUSTERS	GEM STARS

HIT POINTS

EXPERIENCE POINTS

DATE:	SOURCE:	PTS:	DATE:	SOURCE:	PTS:	DATE:	SOURCE:	PTS:

JORUNE™ ERRATA

CHAPTER 2

1100 P.C.: The date should be 2155 instead of the 2140.
3600: The Aid section has been considerably shortened.
5411: Add 110 instead of 75 for the weight of a Human.
5420: All switches on characteristics are before the female modifiers are applied. Also, the last Boccord listing in the sample should list EDC and SOC for the extra DEXs. SPD and STA should be listed instead of AIM and AIM.
5510: Archer should have a cost of 6. Trades Person should cost 2.
5520: Literacy in Entren costs 1 Education point.
5740: The CHARACTER'S DEXTERITY column should be titled CHARACTER'S DEXTERITY OR AIM. For example, a character with an Aim of 25 would have an Aim ADC of -1.
5840: The Cost Multipliers are also used to multiply the weights of armor and weapons.
5890 WARP FACTOR: Should read 5880 WARP FACTOR.
5900: Replace all listings of Barbarian with Boccord.
7507: Runes should be spelled Ruins.
JORUNE MAP (PLANET): Listed as 7100. It should be 7600. Also, no special player's map is included. The last two digits of a map listing are the distance from the lower left corner of a 8x8 square. The 32 in E5-32 for Tan-Iricid means 3 from the left, 2 up.
7702.01 Bauthitt should be listed under Drail, its capital.
7701.02 Brildis is at location L6-87.
7701.06 Tan-Iricid is at location E5-32.
7702.02 Dan Driveon is at location G4-44.

column. This entire table has been reprinted for your convenience.

T5210 PRIMITIVE H-H WEAPONS

RANGE IN METERS=====)			0-2	2-6	6-10
PREP	TYPE	WEAPON	CLOSE	SHORT	NEAR
1	E	AXE:BATL	10:3D8	7:2D6	20:D8
1	E	AXE:HAND	8:2D6	8:2D4	16:D6
1	E	AXE:TRWN	5:D8	5:2D6	13:2D6
1	B	BOLA	6:D4	-:-	-:-
1	P	CLAWS	4:D6	-:-	-:-
1	B	CLUB	9:2D6	8:D6	20:D4
2	B	FIST	5:D6	-:-	-:-
1	B	FOOT	6:D8	-:-	-:-
1	B	HMMR:WAR	10:3D8	-:-	-:-
1	B	HOOVES	9:2D6	-:-	-:-
1	P	HORN	7:2D6	-:-	-:-
1	EP	KNIFE	4:D6	-:-	-:-
1	B+P	MACE	7:D8+D4	7:D4+D2	19:D3+D2
1	B+P	MSTAR	4:D6+D6	8:D4+D4	17:D2+D2
1	B	PINCHERS	6:D6	-:-	-:-
1	B	ROCK	8:D6	-:-	-:-
1	P	SPEAR	7:2D6	-:-	-:-
1	B	STAFF	5:2D4	8:D6	16:D3
1	EP	SWORD:1H	6:2D6	8:D8	16:D4
1	EP	SWORD:2H	7:3D6	11:2D6	19:D6
1	EP	SWORD:L1H	4:D8	8:D4	16:D3
1	EP	SWORD:L2H	5:2D8	8:D6	16:D4
1	P	TEETH	9:D6	-:-	-:-
1	B	WRAP	5:D6	-:-	-:-

8:D6 MEANS AN 8 OR HIGHER NEEDED TO HIT WITH A D20.
D6 POINTS OF DAMAGE ARE DONE BY THIS ATTACK.
STAMINA WILL SUFFER DOUBLE DAMAGE FROM BULK ATTACKS ON A ROLL OF 5 OR 6 ON A D6.

CHAPTER 2

2141: The ! is missing from the Forest and Heavy Forest listings on T2141.
2223: Fonlin are not described in JORUNE.
3111: Rouges should be Rogues.
The second 3115 (after 3116): Should be 3117. Use the attitude listing (RESPONSE) rating of a city to give you an idea of the local patrols.
3200: The reference to 2000 should be to 2100.
4300: Caji gain 10 COST/VALUE, not 5, points automatically.
5130: The attacker with the higher advantage can forfeit the benefit of swinging first, and ask his opponent what he is doing. The benefit of this is that the second attacker in a melee receives a -6 to hit his opponent. This is also advantageous as the killer swings of your opponent can be anticapated and defended against.
5210 PRIMITIVE H-H WEAPONS: Subtract 3 points from all of the numbers to hit in the CLOSE range

5210 PISTOLS & MUTATIONS: The rolls to hit are used for orb and bolt mutations as well as pistols.
THE EXAMPLE AFTER T5440: Should be listed after T5430.
5530: Shields are suggested for beginning players.
5621: A roll of 19 on critical is a double damage, not triple.
T5710: HID=HIDE, CRG=CRUDGE (SEE CROID 3.1100.09), BON=BONE, MAL=MAIL, CRP=CARAPACE, MET=METAL, GRN=GRUNDER, BED=BULK ENERGY DEFLECTOR, ERP=ENERGY REFLECTIVE PLASTIC, THL=THAILIERIAN ARMOR, SCL=SCHULTA LAYER (An organism which grows around its user over the fitting period of a week. After that it can be removed and used as normal armor. Schulta Layer armor must be periodically moistened with the "Rusper" drink. One "drink" worth of Rusper must be used per week or else the schulta will die, flake, and become useless.).

ERRATA p.2

TITLE PAGE: *

1100.05 BRONTH: Education should read 2+14 (2D6+14).
1100.11 DAEGON: Should be Sub-Human instead of Semi-Intelligent. Their flight is accomplished through the help of levitation abilities, similar to those of Duradons.
1100.12 DEMOOR: Their flight is accomplished through the help of levitation abilities, also similar to those of Duradons.
1100.20 SHANTHA: Education should read 3+30 (3D6+30).

T1158 LIMILATES & POISONS

ROLL: LIMILATES & POISONS	ROLL: TYPE:
1-40	0
41-65	0
66-80	0
81-90	0
91-95	0
96-98	1
99-100	D3
	D6

ROLL: TYPE:
1-15 CRUMBLE
16-25 DALLIN
26-35 DAWSOO
36-45 DRUC
46-65 QUETH
66-75 VERTH
76-100 TALNISPON

1170: Personable is from 86 to 90, not 86 to 89.
1200.05 DAWTH: Plus to hit a dawth is +8 , not +10 or +12.
1200.08 DURADON: This creature's description is repeated at the end of the dreglamon description.
1200.09 FARG: Farg speak no languages. They are non-intelligent.
1200.13 LOSHT PODS: The heading of the Losht Pod description is missing; find it at the end of the lizogoth description, 1200.12.
1200.22 THOMBO: Should be 1200.24 THOMBO.
1200.28 WHITE MANDARE: Note that the illustration accompanying this creature is of a grey mandare.

A Tiny, itsy-bitsy star "*" means "multipy by."

2100 The 25+Recovery points to be used between cost and value are only given when Caji characters start at level 0. Section 2.4000 describes the bonuses for further levels.
2240: A listing of TC indicates that the duration is too complex for display in a table.
2271 Creatures do not learn to use physical mutations in the way they learn to use mental ones (or orb or bolt ones). Creatures must be born with physical mutations. The reason that some physical mutations are listed at levels higher than 0 is that some do not mature in the Caji's body for a few years.
T2400 ALPHA M: There is no mutation Metamorphasis. 2408.02 is Penetration Bolt Minor.
2401.01 ACID SPRAY: The level of acid spray is D6+8.
2401.10 ORB OF LIGHT: Effective radius of illumination 3 meters.
2403.02 DEFLECTOR: The line should read, "The Caji must have an Advantage within 6 of the creature attacking him."
LEVEL 5 TABLE: Life Force duration should be 5R (5 rounds).
2409.02 CONSTRICTOR: This mutation does 15 points of bulk and 15 points of edge damage total, for the 2 rounds.
2409.06 SPREAD: This mutation requires no roll to hit. Spread will always hit the nearest object in its arc.
2412.02 POWER VINE: The Caji's arms are raised upwards when this mutation is used.
2413.02 CREATE WARP: Caji have no control over the destination of the warps they create. This ability is identical to using a white crystal.
3000C ENCUMBERANCE: Multiply the weights of weapons (except Earth-Tec ones) and armor by the character's Armor Cost Multiplier.
3320 ENERGY WEAPONS: A slim possibility exists that energy weapons may be modified such that they require no fingerprint scan and no medallion to operate.
3630 SHIPS: Miles said I'd had one too many. Please forgive me. The title 3630 SHIPS should be at the top of the page. Salu Chausis is the first ship described. The tens digit for each ship should be 30, not 20.
4104: The first two choices on T4104 are taken free. Each additional choice takes the number of Education points listed. Characters may not become more than -4 to hit with weapons before they acheive level 10. After this point, -8 to hit can be achieved with a weapon.
4111 Githerin should be for city dwellers only.
4112 Cost is 2, not 10.

T4112 TRADES PERSON

EDUCATION POINTS:	TRADE:	EDUCATION POINTS:	TRADE:
5	ADMINISTRATION	6	RELIGION
6	ARMOR SMITH	8	TRADER
5	BUILDER	10	WEAPONS CRAFTS
6	GROWER	5	WRITER

4220 LITERACY: This skill takes 1 Education point. It is the ability to read and write in the creature's native tongue.

3.1200.17 UNABLE CHANGES TO ABLE.

* SYMBOLS SHOULD BE -
#1 DESCENDED FROM HUMANS.
#2 DESCENDED FROM EARTH ANIMALS.
#3 HUMAN RACES. #4 JORUNE NATIVE.

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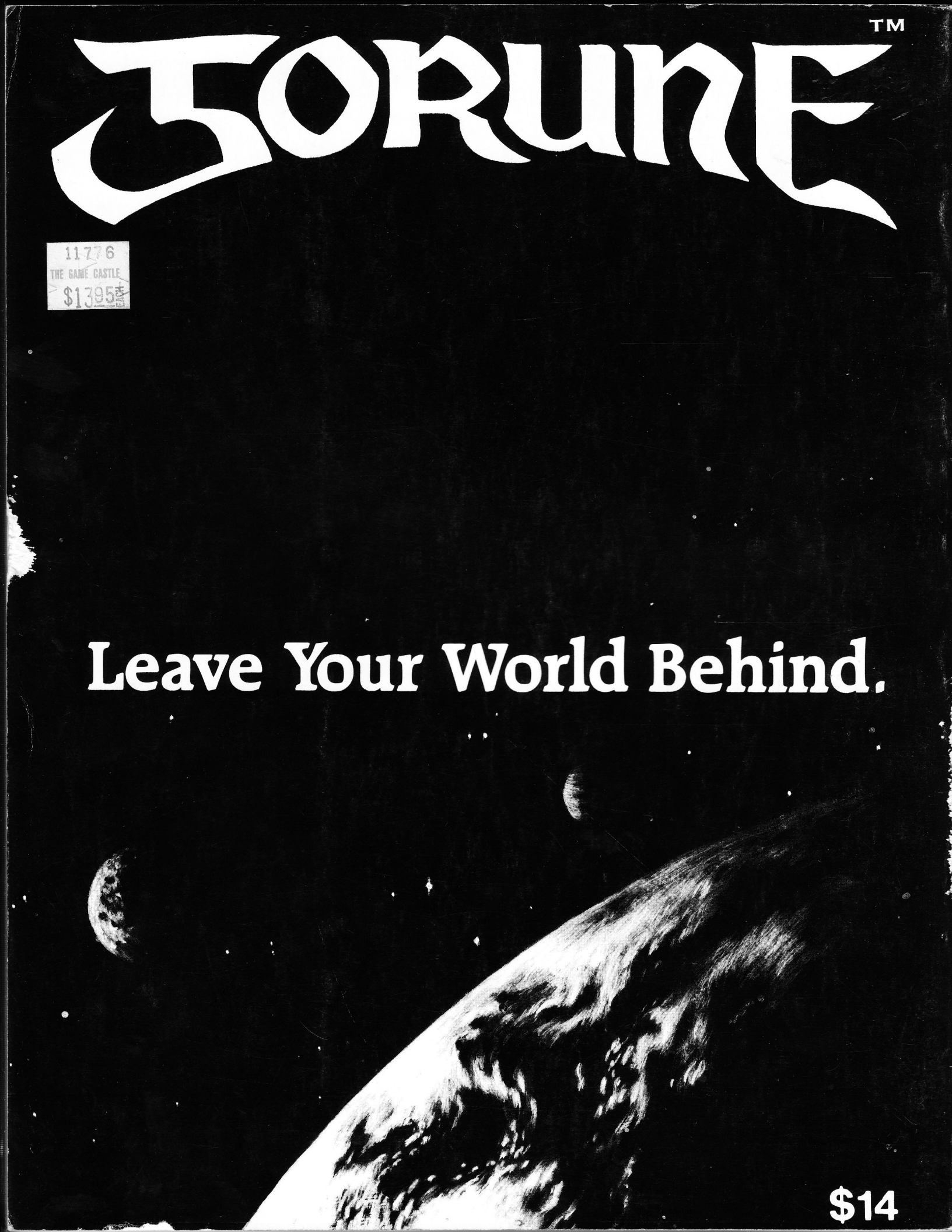

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